

EXPLOSIVE FIGHTING GAME BLOWOUT

# NINTENDO POWER

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**NEW**  
**COMIC**  
**ADVENTURE**  
Star Wars: Shadows  
of the Empire

## MORTAL KOMBAT



Increase your mortality rate

T R I L O G Y

**IN-DEPTH**  
**STREET FIGHTER**  
**ALPHA 2**

**Inside Look**

OCT VOLUME 89  
US \$4.95 / CANADA \$5.95



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**Interview**

**Development**





**NINTENDO**  
**POWER**



## IF YOU MISS THIS TOUR, YOU'RE ROADKILL.

When you enter the exciting new world of Nintendo 64, you'll see video gaming in a whole new perspective—3-D! Not only is **Nintendo 64** a quantum leap in action, adventure, and fun, it seriously increases your chances of becoming tire-tread-jam!

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# Mortal Kombat Trilogy

Williams ups the ante with  
MK Trilogy. More selectable  
characters. New, detailed back-  
grounds. Explosive new Brutalities.  
Betcha can't fight just once!

10



## Donkey Kong Country 3: Dixie Kong's Double Trouble

Dixie pairs up with an unlikely simian sidekick,  
and the result is double trouble.

32

C O N T E N  
v o l u m e 89 o c t o b e r

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## Street Fighter Alpha 2

Kombat vets, move over! The World Warriors are back and ready for action!

# 42



## Star Wars: Shadows of the Empire

# 24

Comics return to Nintendo Power! This month, meet Dash Rendar, intergalactic star of the N64.

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# PLAYER'S PULSE

**The Star Wars: Shadows of the Empire comic starting on page 24 is the first comic to grace the pages of Nintendo Power since Metroid in Volume 61. What do you think of this three-part series and about comics in general? Send us your opinions pronto!**



## Comic Relief

I have been a subscriber for about a year now and I like the changes you have made. One change I do not like however is the cover. I like the glue binding better because my magazines with staples in them tend to fall apart, I also noticed you cut down on pages, I don't like that either. And last but not least I think you should bring back the comics, they were cool.

**Eli Barry**  
Nevada City, California

Thanks for the suggestions, Eli. Flip to page 24 for a "cool" surprise.



## Moustache Bash

I just got Super Mario RPG for my birthday and it is great! The battle modes are so easy to comprehend that my 5-year-old brother plays like a pro. The countless mini games, great graphics, hidden treasures, and numerous jokes about Mario's mustache give this game the highest replay value of any RPG, even Chrono Trigger. Thanks for such a hilarious game, you rule!

**Anson Davis**  
Spring, Texas

## You Missed a Spot!

First, I would like to say that I thoroughly enjoyed the Classic Epics in Volume 87 and I especially liked the fact that Crystalis was reviewed since it is, after all, the best game ever made. But I was rather shocked to learn that you claimed that "It all started with Zelda." That is not true. PCs had RPGs long before Nintendo even made Donkey Kong! But even more than that, you were neglecting three games which were really important to the RPG history of Nintendo. The first two were what really started the

trend from mindless action games, up the ladder to

leap forward from the regular games. Also, you didn't mention Rygar, which was the first game on the NES, to introduce dual perspectives (Bird's Eye view and side view). It also had an experi-

more complex games. The first being Solomon's Key. This game had over 100 rooms, all of which were startlingly different. That added with the fact that it had two different endings made this a HUGE

ence system which wasn't truly matched until Dragon Warrior. It also introduced the concept of magic aiding battle. And the last, Magician, was thoroughly forgotten. Anyway, I've said my piece. If you will, could you provide reviews on these three oft-neglected



games in a future issue? I'll be watching.

**Chris Schumacher**  
via the Internet

The games you mentioned are all classics by definition but none of them can be called an epic without raising an argument. And, according to this next letter, neither can PC RPGs. Oh, and by the way, Solomon's Key has three endings.

## Envelope Art

Page 6, Top to bottom:  
Jesus Segura - Auburn, WA  
Jim Maho - Washington, PA  
Stephen Roberts - Gino, Ontario, Can  
Matt Michael - Melbourn, MA

Page 7, Top to bottom:  
Andrew Ellis - Rochester Hills, MI  
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## Background Art

Page 6, Seth Hatland - ID  
Page 9, Chris Stockton - NJ





## Epicly Boring

Recently, games like Eye of the Beholder have been getting into Epic Center. What do they have to do with epic games? They are just boring mazes.

**Devin Anderson**  
via the Internet

## Psyche Souffle

Yes, I love your magazine and all but you print Waaaaayyyy too much info on the N64. My brother and I probably won't get it until Christmas and showing us all this coverage on the N64 will just rip our psyche to shreds!

**Gregg Fuller**  
via the Internet

*You should feel lucky Gregg, imagine all those poor fans who won't be getting one this year at all!*

## Let's Argue, Shall We?

I would like to see more arguments, such as the dispute over Sarah LeBrie's letter about girls in games. I thought it was very interesting hearing about other people's thoughts on that issue. I might like to start an argument over people asking you to put reviews of arcade games in your magazine. This magazine is about Nintendo products.

I mean that's why you named this magazine "NINTENDO POWER" not "NINTENDO POWER AND A FEW ARCADE GAMES POWER."

**Ryan Coulston**  
via the Internet

## Download the Goods

I just wanted to say that the Nintendo web site is GREAT except for one thing: No videos! It would be a lot better if it were possible to download videos of games on the web site.

**Sébastien Rossignol**  
Québec, Canada

## Who Cares?

I would like to say that I am sick and tired of people writing letters about wanting the old mania folder background in Classified Information. What difference does it make what the background is? Even if the background was pink it would still have the best information on all the games. What are you more worried about, the background or the information?

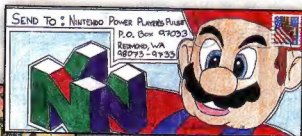
**Mike Stewart**  
Mt. Morris, Michigan

## More or Less?

I just wanted to say that Super Mario 64 at E3 was most impressive. DKC 3 and Kirby Super Star looked great, too. But Game Boy Pocket? What's the point? Who's really going to shell out more dollars for something that's a little lighter and smaller?

**Richard Caywood**  
Colorado Springs, Colorado

*Lighter, smaller, and most importantly an improved screen with higher contrast!*



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# POWER CHARTS

No surprise at who's atop the first-ever Nintendo 64 chart. Why, it's the world's most popular plumber! Mario continues his domination of the Super NES chart, too, with his fourth straight month in the number one slot. Do you want to be heard? Vote it loud by sending in your Player's Poll card at the back of this issue!



## SUPER NES TOP 20

GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 SUPER MARIO RPG	Nintendo	1	6
2 THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	4	56
3 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	12
4 CHRONO TRIGGER	Square Soft	2	15
5 TETRIS ATTACK	Nintendo	9	3
6 SUPER METROID	Nintendo	8	30
7 KEN GRIFFEY JR.'S WINNING RUN	Nintendo	6	5
8 SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	12
9 FINAL FANTASY III	Square Soft	7	22
10 DONKEY KONG COUNTRY	Nintendo	11	24
11 KILLER INSTINCT	Nintendo	10	16
12 SUPER MARIO KART	Nintendo	12	42
13 MEGA MAN X3	Capcom	-	5
14 EARTHBOUND	Nintendo	-	14
15 LUFIA II	Natsume	NEW	1
16 FINAL FANTASY II	Square Soft	14	11
17 MORTAL KOMBAT 3	Williams	15	11
18 BREATH OF FIRE II	Acclaim	16	5
19 OGRE BATTLE	Enix	-	7
20 SECRET OF MANA	Square Soft	17	20

## MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUIS'N USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO RPG
10. MISSION IMPOSSIBLE (N64)



## GAME BOY TOP 10

GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	42
2 DK1 2: DIDDY'S KONG QUEST	Nintendo	4	2
3 TETRIS	Nintendo	3	47
4 DONKEY KONG LAND	Nintendo	7	21
5 TETRIS ATTACK	Nintendo	2	2
6 SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	5	47
7 METROID II: RETURN OF SAMUS	Nintendo	6	58
8 WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	26
9 KIRBY'S DREAM LAND 2	Nintendo	-	10
10 KILLER INSTINCT	Nintendo	-	7

## TOP FIVE FOOTBALL GAMES

Falling leaves, the crisp cool weather, muddy cleats, the roaring crowd, touchdown! Yep, it's football season once more. Here's an all-star lineup of gridiron faves for the Super NES. Rahl! Rahl! Sis-boom-bahl!

1. NFL QUARTERBACK CLUB '96
2. TECMO SUPER BOWL III: FINAL EDITION
3. MADDEN FOOTBALL '97
4. NFL MVP FOOTBALL
5. MADDEN FOOTBALL '96



## POWER EDITORS' NINTENDO 64 TOP 5

GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 SUPER MARIO 64	Nintendo	-	-
2 PILOTWINGS 64	Nintendo	-	-
3 WAVE RACE 64	Nintendo	-	-
4 STAR WARS: SHADOWS OF THE EMPIRE	Nintendo	-	-
5 TUROK: DINOSAUR HUNTER	Acclaim	-	-

# LETTERS, (CONTINUED)...

## A Whole New World

When I first saw pictures of Mario 64, I was skeptical. I didn't think it could be that good. It was not until I played it that I was truly blown away. It was like I was in a whole new world, I could do WHATEVER I WANTED! It was incredible! I couldn't believe my eyes, and I never wanted to leave the world of Mario 64, but the Nintendo official ended up pulling me away so others could try. The very next day I went to a local video game store and reserved my own copy of Nintendo 64. I cannot wait until September 30th, school or no school, I cannot wait! Well done Nintendo!

**Craig Sutherland**  
via the Internet

*Hey Craig, take note. The launch date has moved up to Sunday, September 29th! Don't expect Mario to write you a note if you play through school on Monday!*

## RETRACTION

**We goofed!** In Volume 88 we told you that your N64 would not be packaged with an A/V cable for connecting to your TV. Well, we take that back. Now even those of you who don't own a Super NES and the A/V cable that came with it will be able to hook-up hassle-free. See this month's Pak Watch for complete hook-up instructions.

## Going for the Gold

Volume 84 Grand Prize Winner Kris Lehman of McAdoo, Pennsylvania, took a once-in-a-lifetime trip to Atlanta to witness a once-in-a-century occurrence. Kris and his mother Dianne took part in the opening ceremonies of the Centennial Olympic Games and hung around town for four more days of basketball, rowing, and gymnastics galore. Between events Kris partied at Hard Rock Cafe and visited the Nike complex, where he measured up to some of the world's best athletes.



That's a-right!  
The N64 does-  
a-come with  
an A/V switch.



## WRITE AWAY RIGHT AWAY!

Is your household being Tetris Attacked? Has Mario 64 replaced someone's Saturday morning cartoons? How much time is your Game Boy Pocketing? Send us the goods!

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News about recent releases and upcoming games for all Nintendo systems. Help for any Super Mario game for the N64, Super NES and NES, any Zelda game, PilotWings 64, Lufia 2, Chrono Trigger, Secret of Evermore, Breath of Fire, Breath of Fire 2, Final Fantasy 3, EarthBound, Illusion of Gaia, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, Super Metroid, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, and Super Punch-Out!!

This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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# MORTAL KOMBAT® TRILOGY™



**It's KOMBAT TIME ON THE  
N64, AND IT'S GONNA BE  
A BLOODBATH!**

MATURE



AGES 17+

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# FIGHT ON!

The folks at Williams have outdone themselves in porting over Mortal Kombat Trilogy to the N64, even ramping up the graphics and special effects in the process! Awesome new fea-

tures make this Mature-rated game (recommended for players 17+) a fighting tour-de-force. We'll open with a brief run-down of what's new before we dig into the meat of this latest chapter in the MK saga!

## AGGRESSION

The Aggression meter will tell you who's takin' a lickin' and who's still tickin'. Fill 'er up for a Shadow move payoff...and maybe something even better!



## BRUTALITY

You knew it was only a matter of time before the game gurus at Williams would add yet another -ality to the list of outrageous Mortal Kombat finishing moves. With the new Brutality in your repertoire, there won't be enough of your opponent left to fill a doggy bag!



## TAG TEAM

The new 2-on-2 and 3-on-3 Kombat options allow up to six players to take the controls in a totally raucous tag team endurance match! These modes play just like the endurance rounds seen in the one-player tournament, except that both sides are allowed



to select multiple combatants. You can mix and match your fighters to counter any threat to your supremacy.

## 27 BATTLEFIELDS

All your favorite MK, MK II and MK 3 battlefields are here, boasting more detail and more animation than ever before. There are also several new arenas in which to host your deadliest bouts.



# FIVE NEW KOMBATANTS

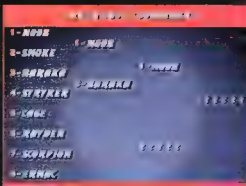
You may have fought some of them before, but now you get to be them! Five fighters join the ranks of the selectable kombatants, including fan faves Noob Saibot, Rain and Ermac. Some fight for the forces of good, some battle for the hordes of evil. Which side are you on?



Are you a good ninja or a bad ninja? It's a good thing they have different colored costumes, or we'd never know who we're hitting!

## TOURNAMENT

Looking for a really good fight? Now you don't need a code to find out which one of you is truly the best of the best. The Eight-Player Tournament mode will allow you and your opponents to fight for the title in a simple elimination competition. If you take the top spot, you may also take home a juicy reward...if you choose wisely, that is!



## MK CHRONICLE

Since keeping track of all the MK games is likely to make your head spin, we've charted the changes the series has gone through over the years. Only one bonus character in the original MK? It's almost inconceivable!

	Characters	Bonus Characters	Fatalities	Animals	Babes	Bananas	Friendship	Kombatants	Kombat	Kombat	Multi-Level Stages	Tournament	Endgame Rounds
Mortal Kombat	7	1	Y	N	N	N	N	N	N	N	N	N	Y
Mortal Kombat II	12	5	Y	N	Y	N	Y	N	N	N	N	Y	N
Mortal Kombat 3	14	1	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	N
Mortal Kombat Trilogy	26	2+	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

# MORTAL AI

The MKT artificial intelligence is tough, but you can take advantage of a couple of patterns on the low to middle difficulty levels. The computer-controlled characters sometimes operate in a "my turn, your turn" mode, where they'll attack and then pause, giving you an opening. Your opponents may retreat if you attack during a pause phase, but they won't respond until it's "their turn." Opponents may also let themselves be hit by a particular attack or respond to it in the same way for most of a round. You may be able to knock someone down to about 40% energy before they start blocking that attack.



# MORE-TALITY

The Aggression meter works like the various power bars in other fighting games; the more you hit your opponent, the more energy you store up. Normal punches, kicks and combos (not special moves) work best. Once your meter is full, you'll begin to "shadow," and you'll be able to pull off some extra-special moves. As for the new Brutality, just punch in the proper control sequence while your opponent is reeling, and you'll unleash a storm of kicks and punches that will eventually reduce your victim to a squishy pulp! Can you say, "food processor?"



# TOURNNEY

MKT offers the career kombatant more multi-player options than any previous MK title. You can set up multi-player challenges any way you want to prove once and for all who's the King of Pain or the Diva of Damage. C'mere!

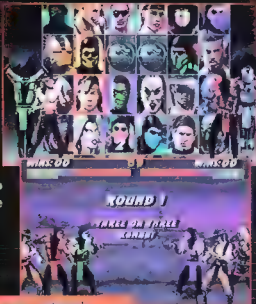
## ENDURE THIS!

The 3-on-3 endurance match option allows players to go to the mat in a big team endurance match.

Each player chooses two or three characters. If one character is defeated, the next takes over. Each round continues until all the fighters on a team are history. If one of your buds is an expert with a certain fighter, pass off the controller to him or her when that fighter's turn comes up. This way, up to four or six players take part in the match, depending on the option you choose.

## TOURNNEY TERROR

If you're strong enough to stand on your own, you can plunge into the Eight-Player Tournament option. This pits up to eight brave souls against each other in a simple elimination tournament. Eight become four, four become two, and then the final duo battles for the right to choose a "reward." This is not without risks, though. Depending on the Kombat Kode symbol you select, you may be shown a display of Fatalities, have your future foretold, or be given the "honor" of battling the worst of Shao Kahn's minions in an ultra-tough endurance round!



YOUR REWARD IS THE OPPORTUNITY  
TO WITNESS THE MANY WAYS TO  
DEFEAT YOUR OPPONENTS.

FATALITY DEMONSTRATION ONE

YOU HAVE DISCOVERED THE LOST TREASURES  
OF SHAO KAHN!  
CHOOSE YOUR REWARD WISELY!

SHANGHAI SHANGHAI  
SHANGHAI SHANGHAI  
SHANGHAI SHANGHAI

# NEW MOVES

Even old kombatants can learn new tricks. Rayden's Reverse Lightning blast will fly off the screen and crash into your foe from behind, while Baraka's Whirling Blade attack (which began as a glitch in an earlier MK game) makes its official debut here. Even some combos have been tweaked, including Sonja's six-hit head buster, which now has a nasty juggle thrown in for added abuse.



# KOMBATANTS

They're mad, bad and dangerous to know! Here are the newest Mortal Kombatants, complete with their signature special moves. Will you tap an untried fighter, or will you stick to an old favorite? Make your picks and take your chances!

## RAIN

Once a fugitive from Shao Kahn's extermination squads, Rain has betrayed his world of Edenia and himself by agreeing to fight on the side of evil.

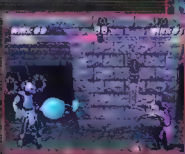
### LIGHTNING

Turn on the power by pressing Back, Back and High Punch. You'll call down a bolt of lightning from the heavens to shatter your opponent's dreams of victory. With power like that, it looks like you could give Rayden a run for his money!



### TRACTOR

Rain's Tractor Fireball is one of the best new moves. Press Down, Down/Forward, Forward and High Punch to toss out a cool blue fireball. Once it strikes its target, you'll be able to move your opponent around via the Control Pad. Set 'em up and knock 'em down!





## JADE

Jade has been ordered by Shao Kahn to bring the treasonous Princess Kitana back to Outworld. She will be forced to choose between betraying her childhood friend and her emperor.

### BOOMERANG

Jade's razor-sharp Boomerang can hit any part of a challenger's body. Press Back, Forward and then High Punch, Low Punch or Low Kick to target the head, body or legs of your opponent. Hello, viewers!

It's slice and dice time with your favorite ninja chef, Jade!



### GLOW KICK

Cruise into action with this powerful sliding kick. Press Down, Forward and Low Kick to set yourself in motion. The only problem with this flashy move is that once you execute it, you'll be in a stall for about two seconds. If your intended victim successfully blocks your attack, you'll be in for a world of hurt, for sure!



### INVINCIBILITY

This defensive move will render you invulnerable to projectile attacks. Press Back, Forward and High Kick to activate it. It will force any no good, fireball throwin', from-across-the-room-spear-hurlin', can't-take-it-on-the-chin-for-nothin', current and former Lin Kuei ninja types to finally get up close and personal!



## ERMAC

The origin of the brooding warrior known as Ermac remains shrouded in mystery. Rumor has it that he is the embodiment of the life forces of three slain warriors, brought back from the nether regions and fused by Shao Kahn's foul magic.

### TELEPORT PUNCH

Press Down, Back and High Punch to disappear in a ball of flame, only to reappear on the opposite side of your hapless foe and deliver the mother of all sucker punches! It's a quick move and very tough to counter, even when it's expected.



### FIREBALL

If there's anything the "mysterious ninja" knows how to do, it's throw a good Fireball! Press Down, Back and Low Punch to try out Ermac's pulsing, emerald green version of this perennial MK favorite.



# NOOB SAIBOT

Noob Saibot is one of the Brothers of Shadow, dark warriors who serve a fallen elder god in a dimension far beyond the borders of Shao Kahn's realm. His mission is to observe the conflict between the Outworld and Earth and report back to his ominous lord.

## GHOST FIREBALL

Press Down, Down/Forward, Forward and Low Punch to unleash a seething cloud of negative energy that will engulf your opponent. We must admit, bad ol' Noob makes the old seem new (and cool!) again.



## BODY DOUBLE

Double your pleasure and double your fun by pressing Forward, Forward and High Punch. Your double will grab your opponent and toss him or her back over his head—right at your waiting fist!



## TELEPORT

Press Down and Up for a quick shift in your priorities. You'll shoot up off the screen and literally pop up somewhere else. If you're on target, you'll grab your opponent and give him or her a face-to-face introduction with the cold, hard floor!

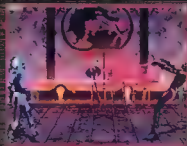


# SMOKE

Reformed by the Lin Kuei, Smoke has become a high-tech assassin, charged with seeking out his former friend and ally, Sub-Zero.

## TRIDENT

Mimicking the Spear move he used when he was fully human, the cyborg Smoke now uses a high-tech Trident instead. Press Back, Back and Low Punch to cast your line and reel in your prey. Be ready with a combo or a quick uppercut to turn your opponent into fish bait!



## INVISIBILITY

This trick is only for the clearest of eyes. You may will your opponent not know where you are, but you often won't know where you are, either! Press and hold Block (optional) and then press Up, Up and Run to become invisible to the naked eye and all enhanced cyborg senses.



# Presents

## INSTANT WIN GAME



One walk-on role on the hit Nickelodeon series "The Secret World of Alex Mack" including a trip for four to Los Angeles, plus a Nintendo 64 system with a Super Mario 64 Game Pak.

One free Nintendo 64 rental package with hardware system and one game for three evenings at Blockbuster Video.

One free issue of Nintendo Power Magazine.



**POWER MAKES IT EASY TO PLAY!**

A complete Picture Perfect guide is available, but all subscriptions come with a lot to give to you to read. Take the same photo from a different perspective and watch the film and all you'll have left to do is what you want to do. October 15 through October 20th, 2004, 10:00 a.m. to 6:00 p.m. Eastern. 100 is in Canada. When you go to the end of the film, you'll find a complete guide to the entire picture in the film. Contact us to get the complete guide. This will show you how you can get the

7. <http://www.ck12.org>



# **SPOT THE DOT ON MORE NICKELODEON!**

5 PM E.T.

## **The Wubbulous World of Dr. Seuss**

Oh the places you'll go—and the things you'll think—when the magic of Jim Henson Productions brings to life the world of Dr. Seuss and his famous feline, the Cat in the Hat. From Horton the Elephant to the Collapsible Frink, you'll meet old favorites and some new faces too.

Sundays

## **Hey Arnold!**

Nickelodeon's newest Nicktoon is about a fourth grade kid who's got street smarts, imagination and a head shaded like a football. Meet Arnold, a city kid whose problems are a lot like yours: playground bullies, crushes, school plays and more. With a little help from his best friend Gerald, Arnold always finds a unique way to solve them.

Mondays & Wednesdays

## **The Secret World of Alex Mack**

Alex Mack wasn't born with special powers. In fact she was pretty average until she was doused with a top-secret compound in a freak accident. Now she can turn herself into liquid and shoot bolts of electricity out of her hands. But Alex isn't a superhero. She's using her powers for a job much tougher than fighting evil—surviving the ups and downs of junior high school.

Thursdays

## **KaBlam!**

What happens when animation goes KaBLAM!? Find out in this new sketch comedy show crammed with cartoons. Henry and June, two cartoon kids, host their own show from inside a comic book filled with all different types of cartoons.

Fridays

## **Kenan and Kel**

Follow the adventures of Kenan Rockmore and Kel Kimble, a duo who dauntlessly chase after the things most teenagers dream about, but few dare to pursue. Kenan's dreams and schemes always include his loyal pal Kel who, unable to resist his buddy's infectious enthusiasm, inevitably finds himself along for a bumpy ride filled with wild predicaments.

Saturdays



**HEY ARNOLD!**™



# WAVE RACE 64

Forget Bay Watch. Once Nintendo's Wave Race 64 hits the video beach this fall, the best seaside action on TV will be found on the Nintendo 64.

There's never been a game that looks or feels anything like this: realistic wave action, dynamic control, stunning 3-D courses with graphics effects that rival reality. Whether you're racing for the championship or hot dogging for stylin' points, Wave Race 64 delivers fun, sun and thrills. Get set for a teeth-rattling Tour de Surf in the next four pages. As for the Japanese screen text, we just couldn't wait for the translation. Next month, we'll have it all for you.

## LOADS OF MODES

How many ways are there to play? Let me count the waves. You can race for the championship, challenge a friend, master acrobatic skills or set new time records. Wave Race 64 also contains three levels of difficulty and Dolphin Park, where you can practice your wave-hopping without clocks, judges or opponents to stress you out.

### TWO FUN

Who rules the waves in your house? There's only one way to find out. Plug in two N64 Controllers and select the Two-player Mode for a match race to determine the best in your nest. Each player chooses a jet ski, you agree upon a course, then the race begins. The vertically split screen shows the watery course-times-two with all the 3-D details intact. You can even set a handicap to even things up between beginning and advanced riders.



# LIVE AND LEARN

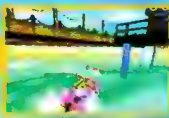
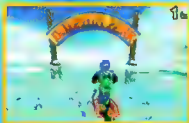


## DOLPHIN PARK

As you zip about on the waves of Dolphin Park, perfecting your acrobatic skills and general skimanship, you'll notice friendly dolphins racing ahead of your bow. No, you can't hit the dolphins! They are too quick and they don't trust crazed jet skiers at all.

You'll find jumps and obstacles in the park that you can hit, though, and in the case of the jumps, it's actually the right thing to do.

When you've caught enough air, try racing at full speed through the arch of rock, or diving underwater after a jump. Once you feel confident on your fiberglass rocket, launch into one of the competition modes.



# WAVE RACE 64

The four sleek and powerful Kawasaki Jet Skis in Wave Race 64 features unique driving attributes, which are determined by the combination of the rider and the machine itself. Players can

adjust three settings: handling, engine and grip, then save the custom settings in the Controller Pak so they can take their own setup on the road to play on someone else's Game Pak.

**マシン セレクト**

マシンのセレクト	エンジン	グリップ
ノーマル	カスタム	
ハンドリング	スピード	グリップ
ノーマル	カスタム	
エンジン	グリップ	
ノーマル	カスタム	
グリップ	グリップ	
ノーマル	カスタム	

ライダー: Ryota Hayami, Japan  
Handling .....3  
Grip .....4  
Collision Stability .....3  
Maximum Speed .....4  
Acceleration .....3  
Skill Level .....2  
Beginner to Advanced

**マシン セレクト**

マシンのセレクト	エンジン	グリップ
ノーマル	カスタム	
ハンドリング	スピード	グリップ
ノーマル	カスタム	
エンジン	グリップ	
ノーマル	カスタム	
グリップ	グリップ	
ノーマル	カスタム	

ライダー: Ayumi Stewart, USA  
Handling .....4  
Grip .....3  
Collision Stability .....2  
Maximum Speed .....2  
Acceleration .....5  
Skill Level .....2  
Beginner

**マシン セレクト**

マシンのセレクト	エンジン	グリップ
ノーマル	カスタム	
ハンドリング	スピード	グリップ
ノーマル	カスタム	
エンジン	グリップ	
ノーマル	カスタム	
グリップ	グリップ	
ノーマル	カスタム	

ライダー: Dave Mariner, USA  
Handling .....1  
Grip .....2  
Collision Stability .....2  
Maximum Speed .....5  
Acceleration .....2  
Skill Level .....2  
Advanced

**マシン セレクト**

マシンのセレクト	エンジン	グリップ
ノーマル	カスタム	
ハンドリング	スピード	グリップ
ノーマル	カスタム	
エンジン	グリップ	
ノーマル	カスタム	
グリップ	グリップ	
ノーマル	カスタム	

ライダー: Miles Jeter, Canada  
Handling .....5  
Grip .....1  
Collision Stability .....3  
Maximum Speed .....3  
Acceleration .....3  
Skill Level .....2  
Intermediate

For the ultimate racing challenge, enter the Championship mode and jockey through three circuits: Normal, with six courses, Hard, featuring seven courses, and Expert, in which you battle it out on eight courses. You earn points depending on your finishing position, then advance to the next race in the circuit. Below,

you can see the variety of the race courses. There's something for everyone, from saltwater surfing to urban trawling. Every course has marker buoys that you have to pass on the left or right, so it's like a slalom at high speed.

## SUNDAY BEACH

The straights are long, but the buoys will keep you wagging through the waves on this sun-drenched race course. The sandy beaches are forgiving if you lose control and skid up onto the land.



## SUNSET BAY



The stunning graphic effects of the N64 lend all of the courses a sense of reality, but the low, glaring sun reflecting off of Sunset Bay may be the most impressive game graphic effect ever. The course is choppy with tight turns that will keep you swallowing saltwater as you squint into the setting sun.

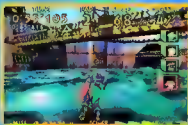


## MILKY LAKE

It's a peaceful morning. Trout swim by in the clear, inland water. Suddenly the quietude is ripped apart by four maniacs in wet suits and helmets cranking thunder from their machines. As they surge forward, churning the glassy waters into a boiling froth, they catch sight of pylons sticking out of the course ahead and narrow, twisting channels.



## PORT PIRATES

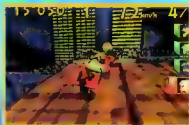


This bustling port is no place for timid riders. High tides, a narrow passage through a ship's hull and wrenching turns will test every rider to the max. You'll

find jumps and obstacle buoys, as well.

## CASTLE CITY

Surging breakers crash on the rocky shore of Castle City, tossing riders and jet skis into the air. A shortcut through the city can give you the edge in competition, but don't try it during a Time Trial. Prepare to be punished.



## TIME TRIALS

The Time Trial mode gives you the chance to post speed records on any of the courses that you have reached in the Championship mode. Without other riders on the course, though, you'll have to push yourself to the limit, shaving off precious seconds wherever possible. You can save your best time on the Controller Pak and take it to a friend's house for a Time Trial competition.



## AQUASPORTS

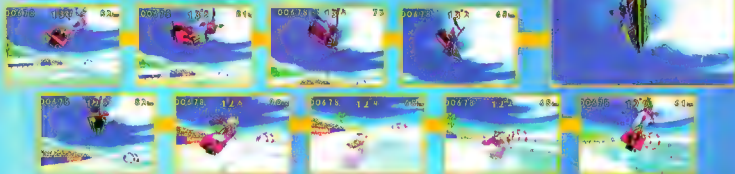


In the stunt mode, players shoot for high scores by performing amazing feats of balance and dexterity while racing along at high speed. With a little practice, you'll be able to twist your jet ski in the air, dive it under the waves, perform barrel rolls,

flips, handstands, spins and other special moves. The course is marked by hoops and timed stages. Your score is determined by the number of stunts you perform and how quickly and accurately you ride through the course. This is one time when showing off really counts.



### BARREL ROLL



### BACK FLIP



### HANDSTAND



# STAR WARS

## SHADOWS OF THE EMPIRE



What follows is a chapter of the Dark Horse Comics' graphic novel epic, *Star Wars: Shadows of the Empire*. Dark Horse has been publishing original Star Wars comic books and graphic novels since 1981, beginning with *Star Wars: Dark Empire*.

Dark Empire presented an entirely new approach to Star Wars comic-book adventures. As opposed to earlier comic-book adaptations, Dark Empire closely followed the tone and style of the Star Wars movies. Ken Veitch's story tied directly into continuity previously established in the books and motion pictures, and it brought a sense of majesty and grandeur unseen in earlier Star Wars comics. Additionally, Cam Kennedy's artwork set a new standard for the medium, with his vibrant colors and painstakingly detailed machinery.

*Star Wars: Shadows of the Empire* picks up after *Star Wars: The Empire Strikes Back*. The Rebels are on the run after the Empire smashed their base on the ice planet Hoth. The dreaded Galactic Emperor Palpatine schemes to deal the final blow to the Rebel Alliance. Luke Skywalker, reeling from Darth Vader's revelation on the cloud city of Bespin, ponders his own destiny and that of the Rebel Alliance. Meanwhile, Leia, Lando and Chewbacca search for Han Solo, captive of the notorious bounty hunter, Boba Fett.

Since the release of this first successful series, Dark Horse has continued to produce new Star Wars comics stories. You'll find them at your local comic book specialty store (phone 1-800-366-4226 to locate a store near you), or you can order them directly from the publisher by phoning 1-800-862-0052.

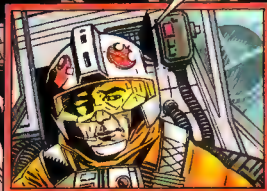


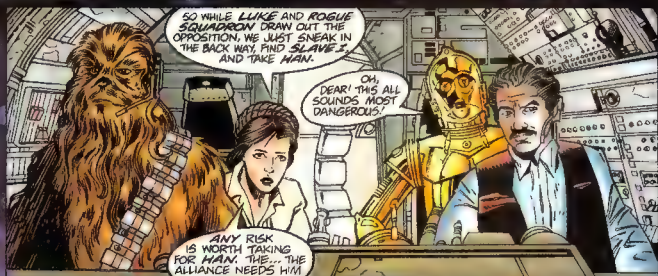
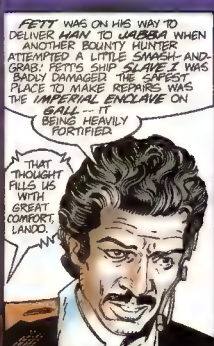
DASH RENDAR  
LEADS THE CHARGE  
IN THE OUTRIDER.

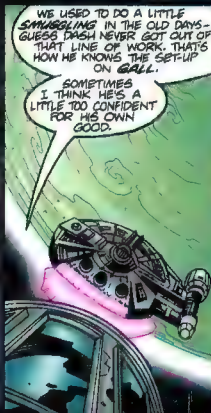
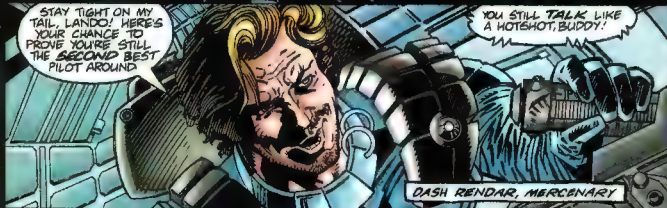
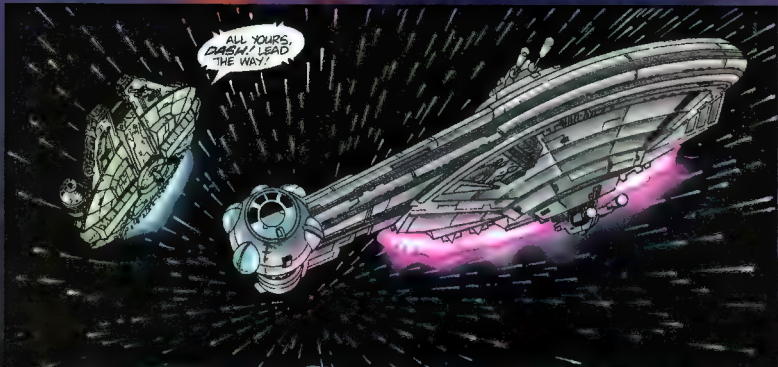
WE'LL BE IN  
RANGE OF THE IM-  
PERIAL CRUISER IN  
THREE MINUTES,  
WEDGE.

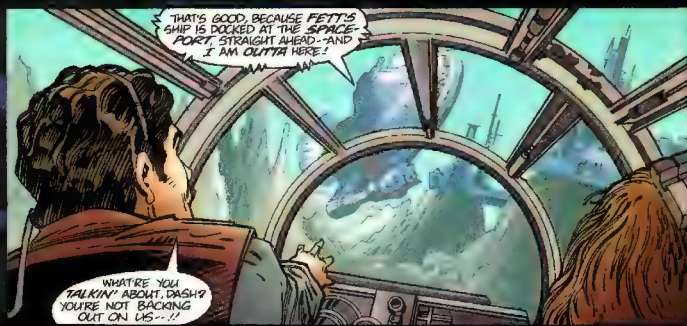
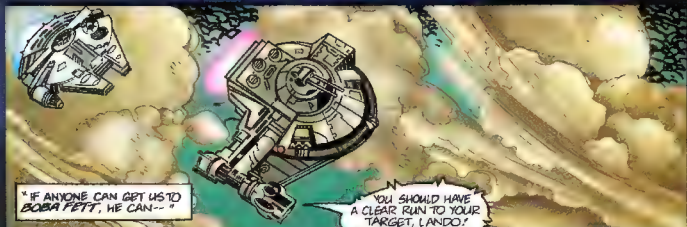
YOU HEARD  
COMMANDER  
SKYWALKER.  
ROGUES

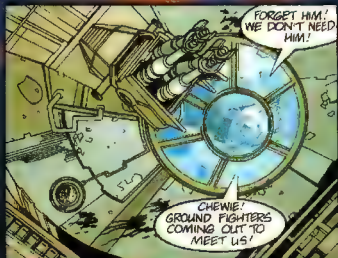
ATTACK  
FORMATION! WE'RE  
GONNA STIR US UP  
A BATTLE'S  
NEST!

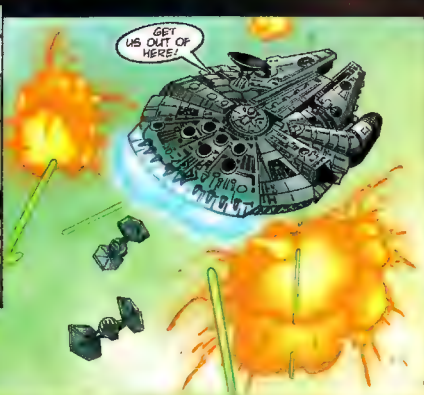
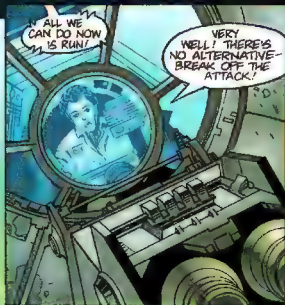
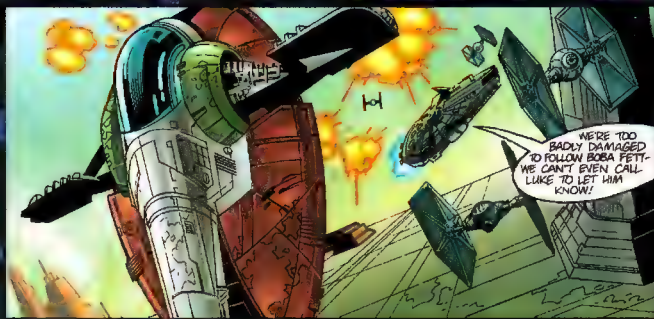


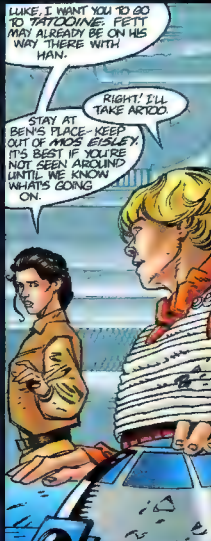
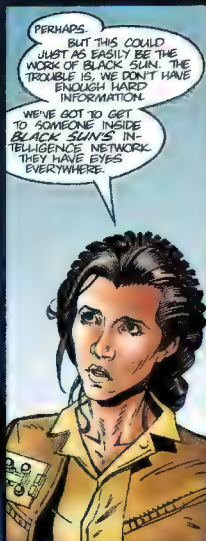
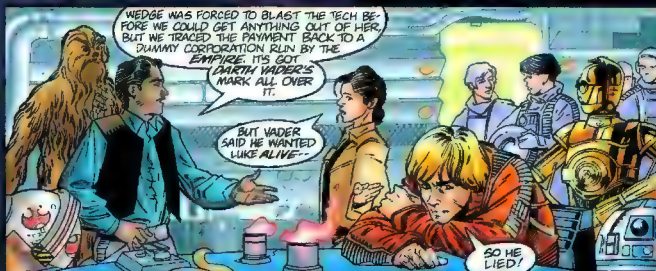












#### CREDITS

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Color separations by Monica Ryan & David  
Lettering by Dave Cooper

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Edited by Paul Jones & Ryker Winkler  
Special Thanks to Allen Kneebly & Lou Ross

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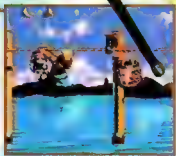
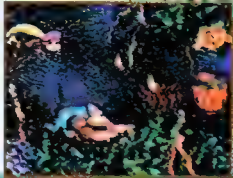
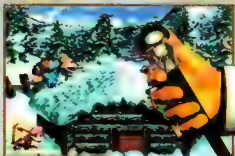
# DONKEY KONG COUNTRY 3

## DIXIE KONG'S Double Trouble!

©1998 Nintendo.

### ADVENTURES IN BABYSITTING

While Nintendo's Donkey Kong Country 3: Dixie Kong's Double Trouble is still being designed, we're tantalizing your taste buds with tidbits of exclusive information on a few of the game's coolest and creepiest creatures, and a sneak peek at stage and level features. The basic story is that Dixie and her baby cousin, Kiddy, are trying to catch up with Diddy and Donkey Kong. But a Kremling robot named Kaos is trying to capture all of them! This 32-Megabit, battery-backed game has so much detail that we don't have enough pages to cover it all here, but you can count on more tips and strategies in the future issues of Nintendo Power!



# NOT THE SAME OLD JUNGLE

Kong Country has changed quite a bit since your last adventure. Swanky has a new game and Funky is earning extra bananas at a boat rental shop. But what's up with the bears running around?

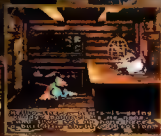
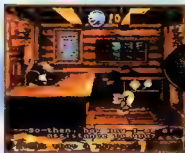
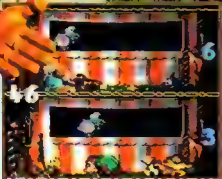
## THE BEAR NECESSITIES

Business is hardly bearish for the bear family living on the islands around Kong Country. Shop their stores and listen to their tales. A few give you advice or information while others need help solving a problem. If you assist the bears, they'll help you on your quest.

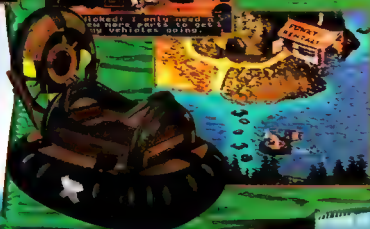


## SWANKY'S TENT

Step right up and throw a ball! In Swanky's Tent, you might win it all! This is the only game in town where you can toss at targets and win bunches of bananas and bear coins. Cranky won't let you take a turn unless you challenge him to a match.



## FUNKY'S RENTALS



# GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

Besides including your favorite old friends like Cranky, Funky and Funky Kong, DKC 3 introduces a jam-packed cast of new animal acquaintances with innovative abilities.

## A JOB FOR KIDDY KONG

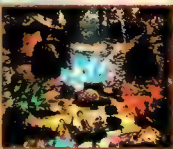
### WRINKLY SAVES THE DAY

Looking for a place to save your game? Go see Wrinkly Kong! After years of teaching in the Kong Country School District, Wrinkly has finally hung up her ruler and grabbed her aerobics shoes. If she's not too busy watching workout tapes, she'll gladly save your progress.

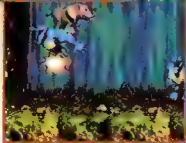
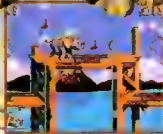
### ELLIE THE ELEPHANT

Ellie is one of five animal helpers that can assist Kiddy and Dixie during their adventure. Each animal has at least one special ability. Ellie can pick up and throw barrels with her trunk or inhale water and spray foes out of her path.

### BANANA BIRDS



Banana Birds are frozen inside hidden crystal caverns throughout the land. If you can reproduce the musical notes of the crystalline melody that echoes through each cave, you'll shatter the spell and release the Banana Birds.



# THE ARMY OF KAOS

No diabolical plan would be complete without a box of goodies. **Kaos** has an army of Kremling kreeps. These **foolish** followers will obey any order given by the mechanized master of mayhem.

## KLASP

Klasp hunts for prey on overhead lines. He is a natural predator of apes, birds and utility workers.

## BRISTLES

Bristles can trip up anyone if he gets underfoot. Take him out with a barrel or leap over him.

## KOIN

Koin's tough armor makes him invulnerable—unless you can find a way to hit him from behind.

## KOPTER

Kopter dives down on unsuspecting simians. Get some altitude by repeatedly jumping on his head.

## RE-KOIL

Re-Koil uses his springy tail to launch at unsuspecting apes. Hop on his head while he's grounded.

## NIBBLA

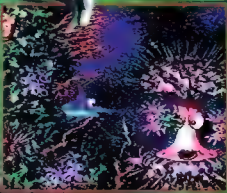
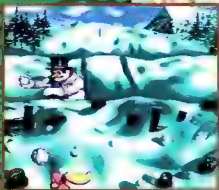
Nibbla's insatiable appetite drives everyone out of the water. Try tossing him a Kremling snack or two.

## BUZZ

Buzz's buzz-saw back blade has a nasty sting. Use a barrel to knock the green Buzzes out of the sky.


## FORMIDABLE FIENDS

...lies with better brains as well as more  
...you'll have to think up new  
...strategies and find new  
...weapons to use to defeat the  
...vicious vanguards in the  
...Kremling army of Kaos.



# 1 Lake Orangatanga

2 Hiremwood Forest

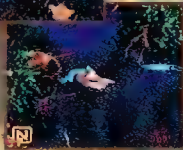
[illegible]

drop  
down the  
ceiling. After you  
time to run through

## TEAM THROWS

Use the team throw tech-

## DEEP SEA DANGERS



Nearly every area in the game has at least one underwater stage. While apes are good swimmers, they can't paddle faster than the fish. Every school of fish has a pattern, and you can avoid being eaten by diving between the gaps in the fins.

## TREETOP TERROR

A Kremling forest management team working in the Mekarios Island forest noticed that Dixie and Diddy were up a tree. Ripsaw Rage is a mad dash against a sinister, serrated edge. Can you escape or will you be cut to wood pulp?



## PIPELINE PERILS

Before their adventure is over, Kiddy and Dixie will log more miles of precarious pipeline than any other Kong family member. The toughest part is in the Kaos Kore plumbing. Where's Mario when you need him?



4

## COTTON-TOP COVE

Blizzard Bear's Base Camp is a snowy, mountainous area. The base is a popular tourist destination for the Kremlings. It's a great place to see the snow and the mountains. The base is a great place to see the snow and the mountains. The base is a great place to see the snow and the mountains.

5

## K3

K3 is a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains.

6

## RAZOR RIDGE

Razor Ridge is a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains.

7

## KAOS KORE

Kaos Kore is a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains. It's a great place to see the snow and the mountains.

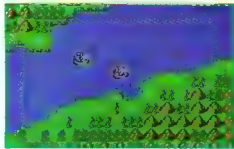


Timmy Bechter

**U**nless you're the luckiest sailor on the high seas, sooner or later you're going to be outgunned and forced to flee. If you can, retreat to a port and wait until dark. Ships won't fight at night, so try to make your escape under the cover of darkness. The best way to avoid battles is to have fast ships. The best ship overall is the full-rigged ship, sold in the port city of Antwerp.

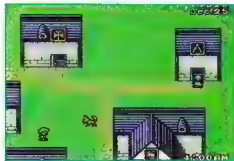


When you're outgunned, flight is a better choice than a fight. If you have fast, full-rigged ships, you can outrun any threat on the seas.



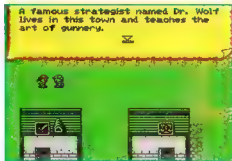
If your vessels can't keep pace with jellyfish, try running from your foes under the cover of darkness. No fleet will dare to fight at night.

**T**here are five skills you can learn in New Horizons. These skills are Accounting, Cartography, Celestial Navigation, Gunnery and Negotiation. With the right attributes,



Any cartographer can teach you about map making if you're willing to pay their fee.

fame and experience, your character can acquire some of these skills. Celestial Navigation is taught by Professor Juliano at the Observatory in Naples. You can learn Gunnery from Dr. Wolf in Hamburg.



See Dr. Wolf in Hamburg to learn about Gunnery  
Your Courage rating should be at least 80.

and Cartography is taught in any city or town that has a cartographer. If your character cannot learn a certain skill, try recruiting a crew member who has the talent you're looking for.



Professor Juliano can teach you about Celestial Navigation if your Knowledge is at least 80.

## HOW DO I REMOVE OR TRANSFER AN ITEM?



If you've lost your Ogre Battle instruction manual, you might have a tough time trying to figure out how to remove or transfer an item. Locate an empty spot on your inventory and transfer the item from the character to the main inventory list. If your inventory is full, discard items you don't need before you try to transfer valuable items. Then go find your instruction manual.



Be sure to keep your instruction manual nearby or you'll miss out on the game's basic functions.



Transfer equipped items from the character back to an empty space on your inventory list.

## HOW DO I DEFEAT GARES, THE BLACK KNIGHT?

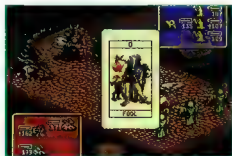
Conserve your Tarot Cards for the battle against Gares on Avalon Island. Tarot Cards are the quickest method for defeating the knight. Deal

the cards prior to doing battle. The Fool card will banish Gare's force of Black Dragons, while the Magician, Chariot, Emperor, Justice and Moon cards elimi-

nate the Black Knight's hit points. If you're a bold tactician, try leading a force of magis to mop up the remainder of the forces around the knight's castle.



Before engaging Gares the Black Knight, deal out your Tarot Cards and soften up his armor.



Gare's Black Dragons are duped by the Fool Tarot Card. Use one or two and wipe them out.



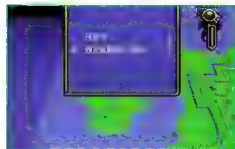
If you don't have enough cards, risk your reputation and trade a few cities with the enemy.

## HOW DO I GET TRISTAN TO JOIN MY ARMY?

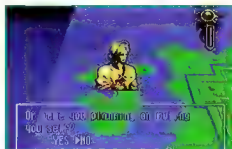
There are several criteria you must meet before Tristan, heir to the throne of Zeteginea, will join you. Your character must have high alignment, good charisma, and possess the

Herostar. Your reputation gauge should be nearly full and you must forgive Deneb the Witch. Make sure you have the Key of Destiny. Look for Banya in Kal Robst at the Slums of Zenobia. She is the

keeper of the key. If you tell her that you are not fighting to become the ruler, she will give it to you. Tristan joins you when you present the Key of Destiny at the battle for the City of Malano.



You must possess the Herostar and the Key of Destiny before Tristan will join the rebellion.



Tell Banya in Zenobia that you don't want to be a ruler and she'll give you the Key of Destiny.



Give Tristan the Key of Destiny at the City of Malano or he will never fight at your side.

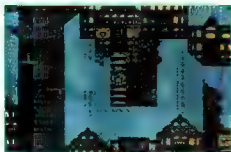
# FINAL FANTASY III



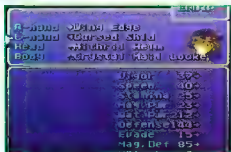
Jenny Parker

## HOW DO I GET THE PALADIN SHIELD?

The Paladin Shield casts the Ultima Spell in battle. Visit the armor shop at the Village of Narshe in the World of Ruin. Let Locke lead your party. Buy the Cursed Shield and equip it and the Ribbon on Locke. Now go pick some fights with random monsters outside town. After 255 battles, the Cursed Shield will transform into the mighty and magical Paladin Shield.



Let Locke lead your party to the Armor Shop at the Village of Narshe in the World of Ruin



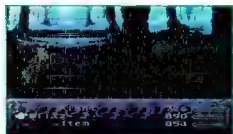
Equip the Cursed Shield and the Ribbon. After 255 battles, the mysterious curse will be broken

## HOW DO I DEFEAT THE PHANTOM TRAIN?

The Phantom Train is the end of the line for some inexperienced role-players. The key to victory is making use of all of your adventurers' resources. Your party members' levels

should average 15. If you have Shadow and Interceptor on your team, you'll win the battle by sheer numbers within a handful of attempts. If you only have Cyan and Sabin, concentrate on using

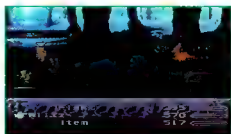
Cyan's Sword Tech Level 1 and Sabin's Pummel or Fire Dance attacks. Finally, use the soothing Fenix Down and Revivify on the ghostly expense. Healing items damage all the undead creatures.



Acid rain is a pain when you're running from this train. Your characters' must be at least level 15.



Cyan's Sword Tech and Sabin's blitz attacks eventually derail the underworld express.



The Fenix Down and Revivify devastate all undead creatures, including the Phantom Train.

## HOW DO I DEFEAT THE ATMA WEAPON?

The Atma Weapon lurking on the Floating Island likes to burn its victims with the Flare spell and finish them off with the jarring Quake spell. Launch your own preemptive strike by casting the Osmose Spell and stealing a

portion of the Atma Weapon's magic points. Cast the spell repeatedly until Atma cannot use the Flare or Quake spells. The average character level of the members in your party should be at least 27. Shadow can blunt Atma's bite by using

the Scroll or Bolt Edge attacks. If you're still having a tough time, call in the Moogles. Mog's Vanish Spell, coupled with the Doom Spell or the Dusk Requiem dance, will ruin Atma's day. Mog can also use Cave-In and Snare to demolish him.



Don't get burned by the Atma Weapon's Flare spell. Cast Osmose and steal the weapon's MP.



If you have Shadow in your party, use Scroll or Bolt Edge. You did wait for Shadow, didn't you?



If you have Mog in your party, let him cast the Vanish and Doom spells on the Atma Weapon.



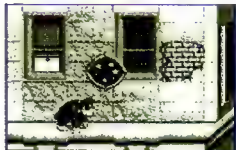
# DONKEY KONG LAND

## WHERE IS THE SECOND BONUS ROOM IN LEVEL 4-7?



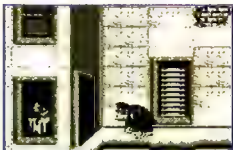
Nicko Gonzalez

**T**his hidden bonus room in Oil Drum Slum is one of the most commonly missed areas in Donkey Kong Land. From the second Continue Point in Level 4-7, scamper



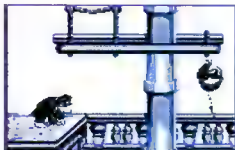
Your journey to the hidden Bonus Room starts at Oil Drum Slum's second Continue Point.

and climb until you encounter a Klump, the big lizard that Diddy can't hurt. Let Donkey Kong stomp on Klump, then run left and pick up the TNT barrel. Carry the TNT back to the right and throw it at the



flaming oil drum. Have a blast! Carry the TNT barrel back to the right and throw it at the flaming oil drum.

flaming oil drum. This blasts open a hole. Drop down to a ledge, then trot right to the Barrel Cannon. Hop in the barrel, shoot into the Bonus Room, and grab as many 1-up balloons as you can.



The second bonus room has several 1-up balloons. You need to find this area to score 100%.

## HOW DO I GET PAST THE SWIRLWINDS?

**L**evel 2-7, Swirlwind Storm, is a turbulent zone filled with stone tornadoes and diving bees. While you must do your best to avoid the bees, there is a trick to getting around the stone tornadoes. Treat the tornadoes like spinning tops. If you carefully jump up and run on top of the tornado, you can ride them through the stage. Use this technique to navigate hazardous crossings and avoid the buzzing bees.



Between Swirlwind Storm's buzzing bees and the turbulent tornadoes, it's nearly impossible to avoid everything without taking a single hit. The trick is to run on the top of each swirling tornado.



To run on a tornado, jump up and tap to the left to maintain your balance. It's similar to running on a spinning top. If you monkey around and fail to keep up, you'll slide off and fall to the ground.

## Q & A FAST FACTS

### FINAL FANTASY MYSTIC QUEST

- Q:** How do I raise my companion's levels?  
**A:** You cannot increase your friend's levels, just your own.
- Q:** What does the Giant Tree spell out while it walks?  
**A:** It spells out "Go on Kid!"
- Q:** What is the best sword in the game?  
**A:** The Excalibur Sword. Look for it in Pazuzu's Tower.

### ROBOTREK

- Q:** Why won't AKIHABARA speak to me in Fortress Ent?  
**A:** You haven't defeated Bugbug in the computer yet.
- Q:** What is the timer on the Battle Screen for?  
**A:** This is a Bonus Point Timer. If you defeat all of the enemies before the timer runs out, you'll receive some bonus MEGS at the end of the fight. MEGS are the same thing as experience points.

### STAR WARS

- Q:** How do I make an extra long jump?  
**A:** Execute a Super Jump by holding down the B Button as you run, then hit the A button to leap.
- Q:** How do I board the Millennium Falcon in the Death Star?  
**A:** Stand in front of the gangplank and press Up on the Control Pad. If you can't find the gangplank, look for it on the left side of the ship, directly below the cockpit.

Write To:  
Counselors' Corner  
P.O. Box 97033  
Redmond, WA 98073-9733

# STREET FIGHTER

## ALPHA 2

**The series that jump-started the street fighting craze returns to the Super NES after a two-year absence, and Street Fighter Alpha 2 is well worth the wait!**



### WHO NEEDS A NUMBER THREE!

More amazing than the fact that none of the Street Fighter games has ever had a number "3" in its title is the phenomenal success the series has enjoyed. Many of the fighting faithful hail the SF series as the one for purists, those who value play control, speed and tactics above all. Street Fighter Alpha 2 reemphasizes the series' focus on true hand-to-hand combat. In fact, SFA 2 is a lot like a Jackie Chan movie: there are some really spectacular stunts in it, but the real fun is in trading kicks, punches and combos in a whirling frenzy of limbs. SFA 2 somehow manages to contain all of that action, along with 18 characters and a slew of animated backgrounds, within its 32-megabit architecture.



## GETTING REACQUAINTED

For those of you who are unfamiliar with the Street Fighter Alpha series, here's a quick run-down. SFA (which did not appear on any Nintendo system) was a "prequel," shoehorned in between the original SF arcade game and SF II. SFA 2 is a sequel to SFA, but still set before SF II. Got it? All of the new tactics in SFA 2 are powered by the Super Combo Gauge at the bottom of the screen, and you punch, kick and execute special moves to build up your energy. There are three power levels, and once you pass Level 1, you'll be able to perform a Super Combo, Custom Combo or an Alpha Counter.

## SUPER COMBO

Once you have enough energy built up, you can execute a Super Combo, which is usually a longer, more powerful version of one of your special moves with a few extra punches and kicks thrown in for good measure. The more energy you have stored up, the more powerful your combo will be.



The Simple Command option on the Character Select screen allows you to execute a Super Combo by pressing just two buttons.



## ORIGINAL COMBO

Pressing two punch buttons and a kick button (or vice versa) simultaneously starts the Custom Combo timer. As long as the timer is on, any punches, kicks, throws and moves you perform will automatically form a combo!



The strength of a Custom Combo will depend on the energy you have.

## ALPHA COUNTER

With so many terrific ways to deal out damage, Capcom's engineers had to make sure that you could also defend yourself well. Enter the Alpha Counter. Press Back, Back/Down, Down and any punch or kick after you've blocked an attack to immediately counterattack and put your opponent into a stall.



SFA 2 is aimed at serious tournament fighters, but the Simple Command option allows "button mashers" to have fun, too!



The Alpha Counter is also fueled by Super Combo energy. You must be at least to Level 1 to use the Alpha Counter.

A master of Muay Thai like Sagat, Adon considers his former training partner a failure for losing to Ryu. Adon's reach is second only to Dhalsim's, making him nearly impervious to jump-in attacks. His crouching Middle Punch can ward off foot sweeps with ease, and he can cross vast distances quickly with the Jaguar Tooth.

↓ ↘ → ↓ ↘ → + K

This rapid-fire combo shows off Adon's supreme skill with foot maneuvers.

↓ ↘ → ↓ ↘ + P

This is one of the few moves in which Adon uses his hands.

Jump in, SP, WP, ⤴⤵, MK

Jump in, MK, WK,  $\oplus\oplus\oplus$ , SK



90000+K

Akuma studied under the same teacher that Ryu and Ken did, so his tactics are similar to theirs, but he has developed a few moves of his own geared to his larger size. His Hyakkishu special move is very effective against "turtling," and the Zanku-hadoken works well on offense and defense. The Shun goku-satsu is extremely powerful but slow to start.

Jump,       +P

This rare air attack gives Akuma a tactical advantage that most of the other fighters may find difficult to counter.

WP. WP.  $\oplus$  WK. FP

This multiple uppercut can rack up to four hits, but try to put your opponent into a stall first.

Birdie's size belies his maneuverability. To counter fireball attacks, execute a Bullhorn to slip past the projectile and then grab your opponent for a throw.

⬅Charge. ⬆⬆⬆⬆+P

This simple but effective combo strikes at mid- to high-level on the body.

## A screenshot from the video game Tekken 6. It depicts a combat scene between two characters in a snowy, urban environment. On the left, a character with dark skin and black hair is in a fighting stance. On the right, a character with light skin and blonde hair is also in a fighting stance. The background shows a snowy street with buildings and a car. The game's interface is visible at the bottom, including a health bar and a timer.

⬇ ⬅ ➡ ⬇ ⬅ +K or P

Punch this one in, and you'll throw your opponent around like a rag doll!

## ©Charon. © 2007

## 2-3P or 2-3K

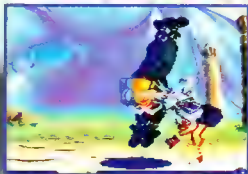
Jump in. SK.  $\downarrow + SP, \downarrow + SP$

Jump in, SK,  $\oplus$ +SP,  $\ominus$ Charge,  $\oplus$ +WP

## CHARLIE

Charlie is Guile's old comrade-in-arms, and it shows in their similar fighting styles. With such a limited repertoire, however, you'll need to be very clever to prevail against your opponents. Foot sweeps and jump-ins will be the only consistent ways to score a first hit, but this will get old pretty fast. You'll have to rely on feints and fake-outs.

### Somersault Justice



Gadoken ○○○+P

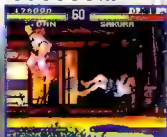
Ko-ryu-ken ○○○+P

Dan-ku-kyaku ○○○+P

Shinku-gadoken ○○○○○+P

Ko-ryu-rikka ○○○○○+P

### Hissho-buraiken ○○○○○○○+K



Sonic Boom ◎Charge, ◎+P

Flash Kick ◎Charge, ◎+K

Sonic Barrage ◎Charge, ◎◎◎+P

Crossfire Blitz ◎Charge, ◎◎◎+K

#### 3-Hit Combo

Jump in, FP, ◎Charge, ◎+MP

#### 5-Hit Combo

Jump in, WP, ◎+WK, ◎+FK

### ◎Charge, ◎◎◎+K

This combo starts with mid-level hits and ends with a flip. Depending on the range, you may end up behind your opponent.

## DAN

Dan is another Shotokan devotee, but he's not as accomplished as Ryu, Ken or even Akuma. He can fake a fireball to fool his opponents, but only his Dan-ku-kyaku special move sets him apart from the other practitioners of karate.

#### 3-Hit Combo

Jump in, MK, WK, ◎◎◎+WP

The Hissho-buraiken can strike up to four or five times, but it must be performed right next to the target.

## GEN

Press all three punch or Kick buttons to switch from the Ki-ryu style to the So-ryu style and back. When using So-ryu style, try a crouching Weak Kick, a Medium Punch and a Strong Kick as the basis for a combo. Add on other blows and special moves and see what develops.

### So-ryu: Shi-ten-shu



○○○○○○○○+P

When fully powered, this attack can take up to 25% of your enemy's energy.

### So-ryu: Zen-ei



○○○○○○○○+P

This move works well, even at long range.

K=Kick Button, P=Punch Button, W=Weak, M=Medium, S=Strong

So-ryu	
Hyaku-ren-ka	○○○○
Geki-ro	○○○○
Zen-ei	○○○○
Ki-ryu	
Jya-sen	◎Charge, ◎+P
Ouga	◎Charge, ◎+K
Ko-ryu-ken	○○○○
Jya-sen	◎Charge, ◎+P

#### 3-Hit Combo

So-ryu: Jump in, SK, MK, SK

#### 3-Hit Combo

Ki-ryu: Jump in, SK, WP, ◎Charge, ◎+SP



**GUY**  
Guy doesn't have much of a sense of humor.

EXTRA  
gake ai  
body  
warp

Daikoku-otoshi	③③③+P+P
Daikoku-kyaku	③③③+K
Maya-gaki	③③③+K+K
Houzan-so	③③③+P

Jump in, WK, WP, WP,    +SK

Close combat is Katana's strength, and a Weak Jigoku Scrape will keep any jump-in attacks at bay. When your enemy closes in, block until he or she is in your face, then whip out a crouching Medium Kick and a Ten-chu-satsu Super Combo.

The Pummeler Super Combo is fairly easy to block, since it strikes mostly at the center of the body.



## Take No Prisoners



Use this if you're literally up against the wall. Even if you don't connect, this move can take you up and over your opponent's head.

## ROSE

Rose is a flower of the darkest variety, and her basic hold/throw move (press Medium or Strong Punch right next to an opponent) will drain up to 20% of a hapless victim's life force! For more short-range action, lead off with an Alpha Counter, then break out a crouching or standing Medium Punch and a Soul Spiral.

### 3-Hit Combo

Jump in, SP, MP,  $\odot\odot\odot\odot$ +SP

### 5-Hit Combo

Jump in, MP, SP,  $\odot\odot\odot$ +SK

Soul Reflect	$\odot\odot\odot$ +P
Soul Spark	$\odot\odot\odot\odot$ +P
Soul Throw	$\odot\odot\odot$ +P
Soul Spiral	$\odot\odot\odot$ +K

## Aura Assault



$\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ +P

This pumped-up version of the Soul Spark will strike for multiple hits, but it's not hard to block.

## Soul Illusion



$\downarrow\downarrow\downarrow\downarrow\downarrow$ +K

The Soul Illusion will split Rose into two entities, each as cunning and diabolical as the other!

## Aura Soul Throw



$\downarrow\downarrow\downarrow\downarrow\downarrow$ +P

The Aura Soul Throw drains so much energy, your opponent won't survive too many of these!

## SAKURA

Sakura's great skill belies her tender years, and she has taken more than one opponent by surprise! Her Strong Kick is relatively slow, but it's good as a feint. If your opponent blocks or tries a counter, execute a Shun-pu-kyaku and follow it with two crouching Weak Kicks and a Sho-o-ken. If you can get the timing down right, you might even insert a Weak Kick or two before the Sho-o-ken.

### Midare-sakura



$\downarrow\downarrow\downarrow\downarrow\downarrow$ +K

Sakura's uppercut Super Combo is impressive to see. Her idol, Ryu, would certainly be proud of her!

Hadoken  $\odot\odot\odot$ +P

Sho-o-ken  $\odot\odot\odot$ +P

Shun-pu-kyaku  $\downarrow\downarrow\downarrow$ +K

Shinku-hadoken

### 8-Hit Combo

Jump in, SP,  $\odot$ +SP,  $\odot\odot\odot$ +SP

### Haru-ichiban



$\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ +K

This low-hitting combo will sweep your opponents off their feet and out of the battle.



If this is a proquel, are these characters already "classic?" Any way you look at it, these World Warriors won't let you down!

## RYU

Possibly the most popular World Warrior, Ryu will forever be associated with the Hadoken and the Sho-ryu-ken. Mix things up with the Sen-pu-kyaku and the Collarbone Breaker to keep from becoming too predictable.

To avoid being blocked, try to execute this combo once your opponent is already in the air.

## Shinku-tatsu-maki-senpu-kyaku



↓↑↑↑↑↑+K

Hadoken ○○○+

Sho-ryu-ken ○○○+

Tatsu-maki-senpu-kyaku ○○○+

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, SK, ↓ SP, ○○○+SP

4-Hit Combo

Jump in, MP, WP, ○+WK

## KEN

Former training partner to Ryu, Ken has a few unique moves that set him apart. The Fake Fireball may not fool anybody, but in the heat of battle, it may just be the thing to throw your opponent's timing off. The Forward Roll is also a good move, since most people would expect an attack from on high.

## Sho-ryu-reppa



↓↑↑↑↓+P

It's no surprise that Ken's Super Combo is a souped-up Dragon Punch.

## CHUN-LI

Chun-Li's speed is legendary, even among the ranks of the World Warriors. Jump-ins are the best combo opener for her, since her kicks have such a long range. If you're being blocked high on a jump-in, you can switch immediately to a Tensho-kyaku to catch your prey unawares from below.

## DHALSIM

Dhalsim is still hampered by a lack of raw power, which is balanced only somewhat by his wide array of long-range attacks. Use the Yoga Teleport to confuse your opponent, then follow up with a flurry of Weak blows and a Yoga Fire or Flame. Medium and Strong blows will be too slow.

## Yoga Strike

↓↑↑↓↑+K



The Yoga Strike has a longer range than most Super Combos.

3-Hit Combo  
Jump in, WK, WP, ○○○+WP  
5-Hit Combo  
Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

Hyaku-rets-kyaku K,K,K,K

Tensho-kyaku ○Charge

Kikoken ○○○○○

Sen-en-shu ○○○○○+K

Sen-rets-kyaku ○Charge, ○○○

3-Hit Combo

Jump in, SP, MP, ○○○○○+SP

5-Hit Combo

Jump in, SK, ○MP, ○+SK

Hadoken ○○○+

Sho-ryu-ken ○○○+

Tatsu-maki-senpu-kyaku ○○○+

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, SK, ↓ SP, ○○○+SP

4-Hit Combo

Jump in, MP, WP, ○+WK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

Hadoken ○○○+P

Sho-ryu-ken ○○○+P

Tatsu-maki-senpu-kyaku ○○○+K

Collarbone Breaker ○+○

Sen-pu-kyaku ○+MK

3-Hit Combo

Jump in, WK, WP, ○○○+WP

5-Hit Combo

Jump in, MK, ↓+MK, ○○○+SK

# SAGAT

Sagat would be insulted at the suggestion, but his moves bear some resemblance to Ryu's and Ken's. Most of his moves involve an uppercut motion, but his Tiger Shots give him some flexibility, with one version hitting high and the other hitting low. If all else fails, you can feint with a Ground Tiger shot, then move into a Tiger Knee or Tiger Uppercut. It's easy to mix up the commands for the Tiger Raid and Tiger Genocide, but the latter is much more devastating.

**Tiger Shot** @@@+P

**Ground Tiger Shot** @@@+K

**Tiger Knee** @@@+K

**Tiger Uppercut** @@@+P

**Tiger Cannon**

**4-Hit Combo**

Jump in, SK, @+WK, @@@+SK

**9-Hit Combo**

Jump in, WK, WP, @@@+SP



@@@+@@@+K

The Tiger Genocide hits low, medium and high, but you need only block high.

# ZANGIEF

The Russian Bear has no speed to speak of, and all his best moves involve tricky rolls on the Control Pad. Opponents will try to stay out of reach, but if you manage to lure one in close, try this relatively quick combo: jump in with a Strong Punch and follow it with a Weak Punch and a Strong Piledriver.

**Double Lariat** 2P or 2K

**Spinning Piledriver** @@@@@@@@@+P

**Spinning Round Kick** @@@@@@@@@+K

**Atomic Double Heart Bang** @@@@@@@@@+K

**Barushing Fist** @@@+P

**Aerial Russian Stomp** @@@+@@+K

**3-Hit Combo**

Jump in, SP, @+WP, WP+MP+SP

## Final Atomic Buster



@@@@@+@@@+@@@x2+K

You must roll the Control Pad quickly for this move to work!

# M. BISON

The human-controlled Bison doesn't seem as quick as the computer-controlled version, so you'll have to make up for the loss with cunning. Most of Bison's attacks strike at mid- or high-level, so when your opponent throws up the inevitable block, come on strong with two crouching Weak Kicks and a Somersault Skull Driver.

## Hazan-tensho-kyaku



**@Charge, @@@+K**

If your opponent attempts a jump-in on you, unless this more powerful form of the Spinning Air Kick to deflect the attack.

## Psycho Crusher

Both the Psycho Crusher and the Knee Press Nightmare can be blocked fairly easily, so don't telegraph your move.



**@Charge, @@@+P**

**Psycho Shot** @Charge @P

**Double Knee Press** @Charge @+K

**Head Press** @Charge @+K

**Somersault Skull Driver** @Charge @P

**Bison Warp** @@@+2P

**3-Hit Combo**

Jump in, SP, WP, @Charge, @+SP

**Eat to the beat in Williams' faithful adaptation of the monster arcade smash. No food form is safe when America's cyber-sweetheart gets a serious case of the munchies.**

© 1983 Namco Ltd.  
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# MS. PAC-MAN

## A CONSUMING PASSION

Flash back to 1983, when the B. Orchid of the arcades was a little round ball with the cutest red bow you can

fling mazes, eating up every dot in her path. If one of four colorful ghosts bumps into her, she's toast. But if Ms. Pac-Man eats a flashing energizer, the

P. tracks them down. A choice of four maze options, four difficulty levels, three two-player modes and two speeds guarantee hours of chomp-happy fun!

## PAC LOVE

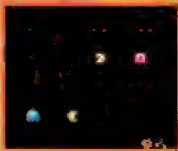
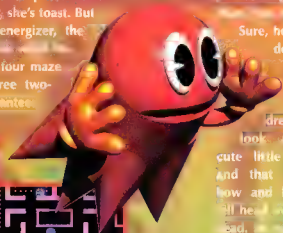
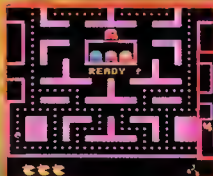
In the beginning, Pac-

Sure, he could eat all the dots he wanted and bust ghosts until

he had no one to share his hopes and dreams with. Enter Ms. Pac-Man; just over-

look at that cute little dimple and that big red bow and Pac-Man's all heart over her. Bad, but clear

air, legendary, courtship retold in 3D animations.





# IT TAKES TWO TO TANGLE

Pac-Man returns in competitive and cooperative mode. In alternating mode, each player uses a color to eat Pac-Man in the maze. The winning player is Pac-Man. When one player is caught, the round ends.



## TWO-PLAYER ALTERNATING

In alternating mode, you and a pal each take turns as Ms. Pac-Man. The other player is the ghost. You can see scores. Remember that, in all the mazes, you can exit on one side and

enter on the other. But for the first time, you can't enter the maze if you're not the player.



## TWO-PLAYER COMPETITIVE

In competitive mode, you and a pal

each take turns as Ms. Pac-Man. The other player is the ghost. You can see scores. Remember that, in all the mazes, you can exit on one side and enter on the other. But for the first time, you can't enter the maze if you're not the player.



## TWO-PLAYER COOPERATIVE

When playing cooperatively, both players eat an energizer, both can move up ghosts and down. This mode lets two individuals combine their powers to survive. One player can rack up an impressive combined score.



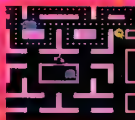
# FOUR MAZE MODES

The wakka-wakka wizards at Williams pulled out all the stops with Ms. Pac-Man. They packed this fun-feast with four modes and 36 different mazes. You'll find yourself bending your brain by the hour. So go ahead. Pig out!



## ARCADE

In arcade mode, you play as Ms. Pac-Man. The ghost is the enemy. You can see scores. Remember that, in all the mazes, you can exit on one side and enter on the other. But for the first time, you can't enter the maze if you're not the player.



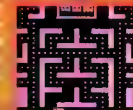
## MINI

In two-player competitive or cooperative modes, one player will disappear when the other player is at the far end of the maze. Players who prefer to see what they're eating can reduce the scrolling by choosing Mini mode.



## BIG

In two-player competitive or cooperative modes, one player will disappear when the other player is at the far end of the maze. Players who prefer to see what they're eating can reduce the scrolling by choosing Mini mode.



## STRANGE

In strange mode, you play as Ms. Pac-Man. The ghost is the enemy. You can see scores. Remember that, in all the mazes, you can exit on one side and enter on the other. But for the first time, you can't enter the maze if you're not the player.



# YOUR MS. PAC-MANUAL

## EAT EVERYTHING

Circle around in search of all dots. Otherwise, you'll wind up having to

remaining couple of dots on the other side of the maze. In the tougher mazes, you'll have to pass right by the ghosts' home on your way to the top of the maze.



## GULP DOWN LOTS OF GHOSTS

next, 800, and the last a whopping 1,600 points! So wait until all the ghosts come close before turning them blue. The ghosts will run like mad, then flash white just before reverting to their normal, Ms. Pac-Man-hunting selves.



## FRUITS OF YOUR LABORS

eat one, another will appear!



## THE PAC BOOSTER

A or B Button. If Ms. Pac-Man and Pac-Man collide while both are using the Pac Booster, they'll ricochet crazily.





# PILOT WINGS<sup>TM</sup> 64

MAKE THE  
GRADE IN  
CLASS P



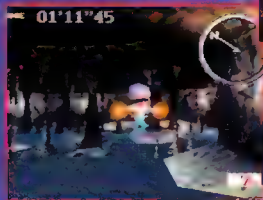
## Tips for Flying to the Top of Your Class

If you're looking for ways to make the grade in Pilot Wings 64, you need some tips. Reaching Class P is no simple feat, but it's a challenge that's worth the effort. Accurate flying is the key to success, and one of the most important aspects of the game is your flying technique.

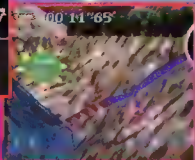
First, the points in these two areas account for nearly one-third of the points in each Hang Class. And second, equaling

the time

of the previous class is a challenge. The time of the previous class is a challenge. The time of the previous class is a challenge. The time of the previous class is a challenge.



Since you've already had plenty of landing practice during your Class A and Class B certification, there's no excuse for bouncing across a runway or missing the center of a target. Spend a few extra minutes before



in the final points. True Points are worth 100 times of your final score. While there's always a chance of the score, it's important not to become frustrated or impatient when you

make a second or two on a minor error. You'll find more Class P test strategies on the back of this month's poster.



# CLASS F STRATEGIES

## HANG GLIDER

CL

### THERMAL FLYER

You have only four minutes to ascend to the highest thermals above the Little States Island. Look for thermals that ascend in a stairway pattern. Kiwi and Lark have great Hang Glider skills and are the easiest to use for this test.



25m  
150m  
210m  
150m  
170m  
450m  
250m  
350m  
25m

430m  
550m  
Land here

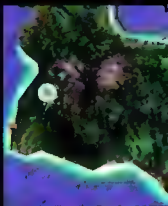


## ROCKETBELT

### DARK CAVERN

The Dark Cavern is one of the most difficult exams in the game. The key to earning a high score is to avoid hitting the walls and to use the Air Brake sparingly. A few long blasts from the Air Brake can consume your entire fuel supply.

- Enter the cave behind the waterfall.
- You'll find the Goal Ring here if you go through the cave.



## GYROCOPTER

### ICE HORNET

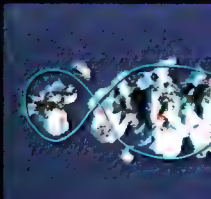
Memorize the locations of all nine rings so you can adjust your attitude and heading long before you even have the next ring in sight. Keep the door closed. These strategies give you more time to spend tuning up your landings.



40m  
90m  
180m  
30m  
30m  
30m  
30m  
35m  
50m  
30m  
150m

33m  
20m  
70m  
70m  
125m  
220m  
40m  
25m

Land here



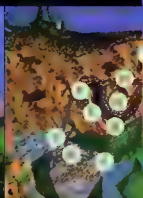
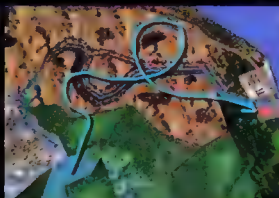
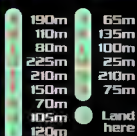
Reaching the Class P exams is a major accomplishment, but earning your gold wings in all three divisions is a true flying feat. Get your head out of the clouds and follow these tips for making the grade. If you pass, you'll enter Jumble Hopper stage!



## CLASS P

### RISING CREEK

Instead of diving down through the canyon, ignore rings A, B and C and veer right to pick up the D ring first. This strategy saves you an extra thermal ride and adds some points to your time score. You need only eight of the fifteen rings.

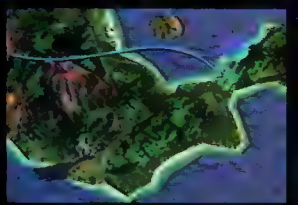
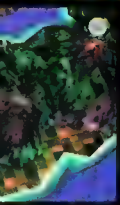


## CLASS P

### DIAMOND HEAD

A strong wind bampers your efforts to deive the ball into the goal. Before you start, place the ball between yourself and the goal. As you fly at the ball, use the Strong Jet to gain momentum and slam into

Bounce the ball down the mountain to the goal.

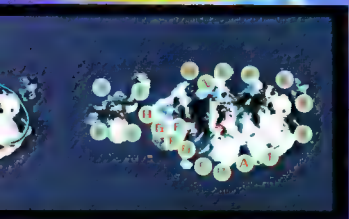


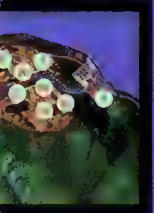
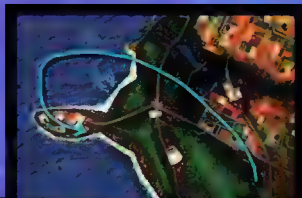
## CLASS P

### BALLOON RUSH

Unless you are an unbelievable marksmanship, save yourself valuable time and fly through most of the balloons floating in this stage. Remember that you can launch only two missiles before your Gyrocopter weapons system pauses to reload.

The Yellow dots indicate balloon locations. Fly through the balloons or hit them with missiles.

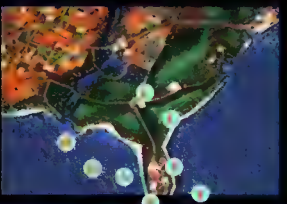




## SHUTTER BUGS

Your three photos account for sixty percent of your test score. Study the sample photos and use the C buttons to change your view so the subject is centered in the photograph. Take two pictures of each object. Try to avoid hitting Missi.

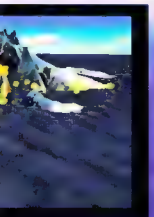
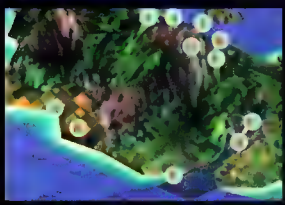
- Missi the Monster
- Passenger Boat
- Space Shuttle
- Land here



## TOUCH & GO 2

Try winds make it difficult to touch down on the roads in the game. Keep your finger off the Air button until you are sure of your landing. Master using your R button to land. The bottom of the screen shows your altitude. Try to land on the ground.

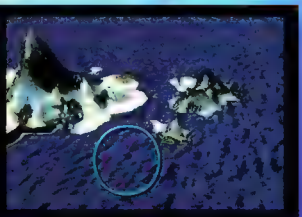
- 33m
- 78m
- 43m
- 13m
- 90m
- 193m
- 208m
- 115m
- 169m
- 358m
- Land here



## MECA HAWK AGAIN

You can't hit Meca Hawk when he's submerged. Watch his pattern and line up for a shot when he breaches the surface. Flying close makes you an easy target, but you might get two hits on a single attack run. Sink the robot with five hits.

General vicinity of Meca Hawk's high seas reign of terror.



**DONKEY KONG**

**COUNTRY 3**

**DIXIE KONG'S  
Double Trouble!**







**COMING SOON TO YOUR  
SUPER NES FROM NINTENDO**

# EPIC CENTER

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Page 56
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Page 60

## BUILDING ON TRADITION WITH SIMCITY 2000

Strategy fans should thank the decision makers at T•HQ for going out on a limb and bringing SimCity 2000 to North America. It's refreshing to see a publisher that is willing to buck the trend and give epic gamers a great product. We should note that your comments to Epic Center may have had an impact on the decision, because your editors at Power spoke to T•HQ about the need for more epic games for the Super NES. To all involved, thanks, and let's get building.

As PC and Mac gamers have known for two years, SimCity 2000 is probably

the biggest and most involving building simulation of all time. SimCity was just the beginning. In Japan, Imagineer brought this game to the Super Famicom shortly after it appeared here on the computer platforms. The Black Pearl/T•HQ version is virtually the same game with English text.

In your new cities, you'll be able to control everything from plumbing to space ports. The number of facilities that you can build has grown exponentially over the original SimCity. Your options



which now include providing tax incentives to industry and collecting special revenues from income and excise taxes. You'll even find a provision for legal gambling. Keeping your SimCitizens has never been easier with so many services available. You can build schools and colleges, hospitals, prisons, stadiums, parks, a yachting marina, libraries and museums. Gifts appear at critical junctures, just like in the Super NES version of SimCity. With all of these resources at your command, you might think that the job of mayor has suddenly become a piece of cake. Not so. The complexity of play is much greater than before. You begin by providing the full infrastructure that your SimCitizens and SimIndustries require. The same problems that plagued cities in previous versions of SimCity also haunt your life in city hall here: pollution, traffic, high tax rates, disasters, and

City Balance		1 day (no planning)	
Finance			803
Safety and Health			-360
Education			-272
Transportation			-428
Other			-933
Estimated Total			-1152
Tax Rates			
1% Consumption Tax			103
1% Income Tax			317
Legal Gambling			219
Mega Parking			158

crime. Your success at dealing with these problems, while managing the budget and keeping citizens happy, will determine your success as mayor.

The Super NES version of SimCity 2000 includes most of the features found in PC and Mac versions of the game, but you don't have a map editor for sculpting the landscape before you begin. Once you've begun play, however, you can raise or lower land as in the computer games. The other noticeable differences include the graphics, which can't compete with the crispness of a computer monitor, and the use of the controller rather than a mouse. For players who don't have a computer at home, but who love SimCity, this game provides the most bang for the buck. Within half an



hour, you'll get used to the controls and be headed for a megalopolis in the future. You'll be able to begin construction this fall, probably by November.



# A HYRULEAN ADVENTURE: A LINK TO THE FUTURE

## POWER SOURCERS PLUG IN AGAIN

When you play this multiplatform action-adventure game, keys become swords, the E-Reader becomes a Z-Target, all you want up is a lightning bolt, and you get a few. It's a little different all right, but this game has the fun and power of the source material.

In the Epic Center, the interactive adventure game, you have new worlds to explore. You haven't connected the dots or clicked through the game. The interactive adventure game is a place of bullets, bombs, and vicious enemies. It's a place where you can find an adventure.

The game is a place where you can find an adventure. The game is a place where you can find an adventure. The game is a place where you can find an adventure.

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## NO, BUT SERIOUSLY, FOLKS

But some of the citizens of Shinto were having a hard time, and they had. Some of the others razzed them for being so "other" because they were so different. "You're not a real person, it's just a computer program," they said.

One day, a bunch of them were talking about it with

Herbie the Wonder Monkey was playing in his pot of boiling oil when, suddenly, a bolt of lightning erupted from Herbie's toilet, and zapped him in the eyeballs. He awoke in a strange land, and he knew he wasn't in Cancun anymore.

One of the pranksters of them all was a character named Splat, created by MogXXX, who had a unique way of greet-

ing. "2XL, an inter-dimensional traveler, was now traveling in Hyrule. "Yes, this will be a nice world to conquer," 2XL said to himself.

Then came Splat.

"Hey, funny-looking, dude! What's your name?" asked Splat.

"I am 2XL, dictator of 47 galaxies, and soon to be the ruler of this one," answered the funny-looking dude.

Splat had his pie ready.

Splat was walking in the park when he noticed a man sitting on a bench. He put a pie behind his back, walked up to the man. "Excuse me, sir," Splat giggled, "what's your name?"

The man looked at Splat for a while and then said, "My name is Forrest, Forrest Gump. People like to call me Forrest Gump." Forrest picked up a box, and said "would you like a box of chocolates?"

Forrest picked up a box of chocolates and said, "I like 'em, but I don't like 'em no more." The Wizard of Oz said, "I'm not a wizard, I'm a man."

## THE TURTLE ROCK INN

At one time or another, most of the

characters in the game had a chat with the owner, Apel Sider, or just to throw mugs of food at him.



Apel Sider was drying a few mugs when the oddest-looking man walked in. He was only four feet tall, wore court-jester's clothing, had a pure white face, and a funny red nose. He walked up to Sider and said, "Are you Apel Sider?"

"Yes," Apel replied, "that be me."

The clown man then said, "Well then, you're in luck. I got a present for you." He was giggling loudly.

"Really? May I have it?" asked Sider.

"Here it is!" and with that, the clown threw a big pie in Sider's face.



## A LINK TO THE FUTURE

**ATTENTION:**

have a trial without Judge, Jury, and Executioner? (???) If you are interested in participating in the Trial as a juror, or maybe some other official position (Deputy Dusty?), attend Governor Kaplaza's Town Hall Meeting tomorrow at 6:00 PM EST, 3:00 PST.

Dragon 3463 explored the

ing from moblins, and discovering the wise rock creatures known as the Galenb-Duhr. Their goal was to discov-

that

"You fought well. I am Lyrix," the lion head spoke, "and these are my brothers, Drake," he turned toward the dragon, "and Garthok."

"We have protected this map piece for six-hundred years... you are the first to defeat us," Garthok said, his voice high-pitched but still intimidating.

1. *Chlorophyll a* (Chl *a*)  
 2. *Chlorophyll b* (Chl *b*)  
 3. *Chlorophyll c* (Chl *c*)  
 4. *Chlorophyll d* (Chl *d*)  
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We caught up with Emperor Dharkon inside his tower recently, where our reporter Tripp Wharton was able to obtain an exclusive interview with the man known only as 'Emperor Dharkon'. He's a rather intriguing guy, and ladies, new single!

TR: So, Dharkon--

ED: Call me "Emperor", or "My Liege",  
or I shall have your head removed.

**TK:** Right, Emperor. So, Emperor, what's it like being one of the biggest villains left here in Hylia, what with Kenoh gone and Zeron not really doing anything at the moment?

ED: Well, Tripp, I kinda like being at the top. But you know, I think it may get to be a bit of a nuisance eventually, what with do-gooders everywhere trying to rid the world of all evil and all that.



By Matt Nichols



By David Pross



## Hyrulian Adventure

### Island Map

Dark Forest

## SUPER MARIO RPG LEGEND OF THE SEVEN STARS

*Mario and Co. have pulled up their side-scrolling roots and planted themselves squarely in epic territory. Combining the charm and humor of the Super Mario Bros. series with the intricate plots and strategies of RPGs, Super Mario RPG: Legend of the Seven Stars is introducing a horde of new fans to the fun and grandeur of epic entertainment!*

### A NEW CAREER

Mario: now that's a name you may never have expected to see in this column, but by all accounts, Super Mario RPG: Legend of the Seven Stars is an unqualified hit among long-time Mario fans and RPG enthusiasts alike. This single game currently accounts for about 15% of the game play calls that Nintendo receives, and we've been hauling in bushels of letters asking us all sorts of questions about this breakthrough title. In response, we've expanded this month's Epic Strategy to four pages and dedicated them to your Super Mario RPG FAQs.

### Treasure Boxes

One of the questions we've received most often is, "Where are all of the hidden Treasure Boxes?" There are 39 hidden Treasure Boxes in the Mushroom Kingdom, and the chart above shows how many there are in each area of the game. Finding the boxes is not essential, but most contain valuable goodies, like Frog Coins.

### Area Boxes

Area	Boxes
Mushroom Kingdom	3
Bandit's Way	1
Rose Town	2
Forest Maze	6
Pipe Vault	2
Yoysteria	1
Booster Pass	2
Booster Tower	4
Marrymore	1
Sunken Ship	1
Land's End	1
Monstro Town	1
Bean Valley	3
Nimbus Land	5
Factory	1

Most of the boxes can be retrieved at any time, even after you've moved on to another area. The only exception is the box in the Mushroom Kingdom Castle, which was discussed in last month's Counselors' Corner.



The Signal Ring will make finding the boxes a lot easier.

We don't have enough space to give you the exact location of every hidden Treasure Box, but if you find the Signal Ring, it will sound

an alarm whenever you enter a screen that has one in it. (The locations of all hidden boxes are shown in the Super Mario RPG Player's Guide.) The Signal Ring can be found in Nimbus Land after you defeat Valentina. Croco will drop it when you confront him in town in the building on the far right. If you want to know how many boxes you have, visit the Thwomp's Room in Monstro Town. The K-9 (the rat- or dog-like monster with flashing eyes) there will keep a tally and tell you how many you've found so far.

### Attack Scarf

Besides the Signal Ring, there are several other items and



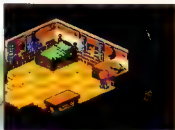
The Thwomp's Room will play a key role in several situations.

accessories that players have been asking about. The first is the Attack Scarf, which will bump up all of Mario's attributes by 30 points. If you man-

age to perform a 30-hit Super Jump attack in battle, you will receive the scarf from the same K-9 that tells you how many Treasure Boxes you've found. Performing a 30-hit Super Jump is extremely difficult, especially since the timing of your jumps will change at about the 16th or 17th hit and around the 22nd or 23rd hit. Your only hope is to pay close attention and count your jumps as you go.

### Fungi Lamp

One particularly puzzling item is the Fungi Lamp, which is a table lamp that looks like a mushroom. You'll usually find one sitting on a



The first Fungi Lamp you'll find is in Mario's Pad.

shelf or a dresser in a room. It has the power to restore your hit points and Flower Points, just as if you had slept for a night at an Inn. You activate it by standing in front of it and pressing A.

### Seed & Fertilizer

A number of players have obtained the Seed, which is the reward for defeating Smilax in Bean Valley, but many are unsure what to do with it. Like many of the trinkets and baubles you'll find in SMRPG, the Seed is connected to several other items and events, but these connections aren't readily apparent at first glance. You won't be able to use the Seed until after you defeat Valentina in Nimbus Land.

After you've rid the world of Valentina's evil (and poor fashion sense), go back to the main town square in Nimbus

Land. From the entrance, walk to the right until you see one of the townsfolk. Walk up along the wall, pushing right at the same time. After a



It's not surprising that many players never find the Fertilizer.

few steps, you should come across an invisible path that leads you out into the open air. Follow the path to find a Shyster. He'll give you some Fertilizer to keep you quiet.

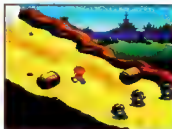
Now take the Seed and the Fertilizer and head back to Rosé Town. If you give them to the Gardener, he'll grow a vine that will lead up into the clouds. Climb the vine and search the clouds to find surprise! the Lazy Shell and the Lazy Shell Armor! The Lazy Shell is the most powerful weapon in Mario's arsenal, and it will increase his attack power by 90 points. The Lazy Shell Armor can be worn by anyone in your party, and while it decreases your Speed, Attack and Magic Attack stats by 50 points each, it will boost your Defense and Magic Defense ratings by 127 points each!

## The Beetle Box

The last item we'll cover at this point is the Beetle Box. This is a special cage that will allow you to collect valuable insects at Booster Hill.

Once you've beaten Yaridovich, the Seaside Town Item Shop will be bought out and turned into a Beetles R Us franchise. Pay the Snift 100 coins as an initiation fee and 50 coins for the Beetle Box. Return to Booster Hill and run the race as you did when you chased Booster,

jumping from barrel to barrel to reach a higher position on the steep slope. If you get high enough, you'll be able to grab a beetle.



Coins are cool, but a Frog Coin would be even better!

Now go back to Beetles R Us and redeem your catch for legal tender. A Female Beetle will net one coin, a Male Beetle will fetch fifty coins, and a rare Golden Beetle will be worth a Frog Coin. Even if you don't have a Beetle Box, you can run the race and earn some extra Flower Points.

## Portrait Puzzle

Now on to some of the trickier areas in SMRPG that weren't covered in our regular reviews. The first thing problem is the Booster portrait puzzle in Booster Tower. You'll see paintings of Booster's ancestors when you first enter the tower and again when you exit down and right from the tower's first Save Point. When you



Booster certainly comes from a handsome family! (Not!)

get to the second set of portraits, you'll be instructed to select them (face the picture and press A) in order from the oldest to the youngest. If you were to number the portraits from one to six starting from the left, the solution to the puzzle is 6-5-3-1-2-4. If you



complete the puzzle correctly, you'll receive the Elder Key, which unlocks the door to the Elder's Room to your left. There you'll find the Champ Bowser's first weapon!

## Sweet Suite

When you reach Marrymore, Booster will be preparing for his shotgun wedding to the Princess. But before you take care of that situation, you may want to make a quick detour to the Marrymore Inn. There's a hidden Treasure Box in the regular guest room on the second floor, and you won't have to pay the room fee of 10 coins to get in. If you need to restore your strength, though, you may as well spend the night before you rescue the Princess.

If you want to splurge, you can crash in the Honeymoon Suite on the third floor for 100 coins. Room service is available in the suite by ringing the bell. The Pick Me Up goes for twice the normal price, but the KeroKero Cola is a bargain at 25% off regu-



Well, it could be worse. It's better than washing dishes!

lar retail. If you spend one night in the suite, the staff of the Marrymore Inn will show their appreciation for your patronage by giving you a Flower Tab. If you extend your stay to three nights, they'll give you a Flower Jar, and if you stay five nights,

they'll give you a Frog Coin. Make sure that you have enough cash, though. If you can't pay your bill, you'll have to work as a bellhop until you've cleared the debt!

## Under the Sea

Another big mystery that has a lot of players stumped is the password puzzle in the Sunken Ship. In the first puzzle room, jump up and force the Koopa Paratroopa to knock the ball onto the switch. In the second room, hit the blocks to line up the trampolines so that the ball will hit the switch. In the third room, work your way through the maze, jumping often to find the invisible blocks. In the fourth room, run and grab the coins before they vanish. In the fifth room, hit the block to fire the first cannon, then hit each cannonball in turn. In the sixth room, jump on the barrel and guide it around using the Control Pad. Place the barrel on one switch and then stand on the other one.

Once you have the clues, use them to figure out the password. (If the answer still eludes you, it's PEARLS.) Go to the password blocks and,

## Ship Password

Block 1	M	C	O	T	P
Block 2	O	T	E	S	Y
Block 3	A	R	E	T	S
Block 4	A	T	R	S	C
Block 5	T	E	R	L	O
Block 6	S	T	E	R	K

starting in the upper left corner, hit them to scroll through letters and spell out the password. Now speak into the pipe to open the door. King Calamari awaits!



## On the Road to Monstro Town

After you complete your missions in Land's End, you'll head over to Monstro Town by way of an underground passage. In the underground area of Land's End, drop down to the lower part of the chamber and make your way to the exit. Walk up and right to the next screen. Walk up and right again, then drop down the hole. You'll appear in a large room with a few Gekits. Defeat them, then search behind the crates in the left corner to find a wandering peddler. Selling an Invincibility Star for 400

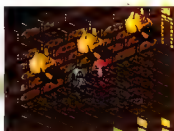


If you turn down his offer, the peddler will disappear for good.

coins. Walk up and right to the exit. Work your way up and right to the stairs. Go down the stairs, then walk up and right to the exit.

Now this is where things get interesting. You must pay the cloaked Shaman 50 coins if you want to go on. He'll ask you to flip the Gargoyle switches to make your fortune appear. The order in which you flip the switches will determine your fortune and the path you'll take beyond this room. You can consult the chart below to see

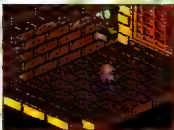
the different paths you can take and see which ones will allow you to exit the maze. Sequence five will either give



Use the chart below to select the fortune and path you want.

you double your money back or give you a Frog Coin, so you may want to loop through the maze several times with this fortune before you move on to Monstro Town.

After you pay the fee, flip the Gargoyle switches, read the scroll that appears, then go up and right to the next room. Drop down the green pipe. Depending on your fortune, you'll either see enemies or a Treasure Box. Defeat the enemies or open the box to open the gate. Follow the path there's only



A Frog Coin for only 50 coins? What a bargain!

one way to go) until you see the Shaman again. Flip the lone Gargoyle switch for your second fortune.

If you used sequence one,

two, three or six to get your first fortune, then your second fortune will say, "Mm, I'm so hungry! Wish I had something to eat!" This means that Belome will fight you and try to make a snack of you. Go down and right to the exit. Belome will challenge you to a duel, and you'll have a chance to defeat him and open the path. If your second fortune says, "Sorry, I'm not accepting visitors past my



If it's past Belome's bedtime, go back for another fortune.

"bedtime," then Belome will refuse to fight you and the path will remain closed. If Belome won't fight, but you want to move on, go back to the first fortune room for a different reading.

Once you defeat Belome, jump on the switch to open the gate. Go to the chamber beyond and jump down the pipe to get to Monstro Town.

## The 3 Musty Fears

Monstro Town is a veritable hotbed of activity in SMRPG. Some of the most common questions we get about this area concern the 3 Musty



Fearsome they may seem, but you need not be afraid of this triable trio.

Fears, The Fears reside in the bottom right room on the lower level of the town.

If you use the Fungi Lamp

and slay the night in their room, the Fears will appear to you in a dream and ask you to play a game of Find the Flag. If you uncover all three flags, the Fears will award you the Ghost Medal, which will double the wearer's Defense and Magic Power.

The Greaper Flag is behind the welcome sign in Rose Town, the Dry Bones Flag is under the bed in Mario's Pad and the Big Boo Flag is on Yo'ster Isle, between the letters "O" and "A" on the race track goal line. Happy hunting!

## The Locked Door

The Locked Door (the middle door on the lower level) is another off-discussed feature of Monstro Town. This is another case of several different items and situations intersecting at one point. To unlock the door, you must first buy some Fireworks from the Moleville Item Shop. Leave the shop and go up and right to find a baby mole wearing a



This young entrepreneur will fork over the Shiny Stone in exchange for some Fireworks.

pink ribbon. She owns and operates the imaginary "Pur- tend Store," and she'll trade the Fireworks for the Shiny Stone. This seemingly innocent hunk of rock will actually allow you to open the Locked Door and reveal Culex, a hidden boss. If you defeat him, you'll be awarded the legendary Quartz Charm, which protects the wearer from fatal attacks, multiplies your Attack ratings by a factor of 1.5 and doubles your Defense ratings.

## Sequence

## Result

1. Left-Center-Right

Receive Yoshi's Cookie or a Mushroom, Belome will fight

2. Left-Right-Center

Receive Yoshi's Cookie, Belome will fight

3. Center-Left-Right

Battle three Chows, Belome will fight

4. Center-Right-Left

Battle three Chows or one Shy Away, Belome won't fight

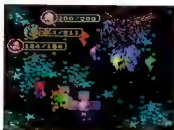
5. Right-Left-Center

Receive 100 coins or one Frog Coin, Belome won't fight

6. Right-Center-Left

Receive 100 coins, Belome will fight

Culex may seem very familiar to many of you, especially long-time Final Fantasy fans. You should be at least



Timed hits and timed defense will be key to winning battles in the latter part of the game.

experience level 26 before you confront him. Culex has about 4,320 hit points, and he'll be aided and abetted by the Fire Crystal (2,700 HP), the Water Crystal (1,890 HP), the Earth Crystal (3,270 HP) and the Air Crystal (800 HP). Mario's Lazy Shell, the Princess's Frying Pan and Bowser's Drill Claw would be the best weapons to whip out of your arsenal for this battle.

You should also note that the Shine Stone has another purpose in the game. If you take it to the Moleville Item



This Mole child can direct you back to the Midas River.

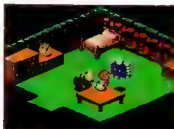
Shop, you can trade it for the Carbo Cookie, a favorite snack among Moleville children. You can then give this treat to the little mole on the far left side of town that's sitting on a bucket. The bucket will take you back to the Midas River, the site of the Waterfall Challenge and the Barrel Jumping Event.

The last Monstro Town mys-

## The Temple Key

tery takes us back to the Thwomp's Room on the lower level. There's a strange

key balancing precariously on a ledge above the door. Every time you speak to the Thwomp, he'll want to



Talk to the Thwomp seven times and watch him make the earth move!

demonstrate his earth-shaking jumping ability. After the seventh jump, the key will come tumbling down. This item, which many players mistakenly believe, will open the Locked Door down the hall, is actually the lost Temple Key, which will unlock the entrance to Belome's Temple.

With the key in hand, jump on the trampoline at the top left corner of Monstro Town to return to Land's End. Work your way back through the tunnels to the first fortune room. Use sequence four or five to choose a path in which Belome will not fight. Go on through the second fortune room and confront Belome. If you give him the key, he'll open up Belome's Temple, which is really his personal treasure vault. Take advantage of his uncharacteristic



It may be past his bedtime, but Belome will welcome you if you have the Temple Key.

generosity and grab all the loot: a Royal Syrup, a Max Mushroom, a Fire Bomb, eight Frog Coins and Four Flowers. Belome's ill-gotten gains can finally be put to good use!



## Grate Guy's Casino

Like so many of the situations in SMRPG, finding Grate Guy's Casino is the result of several sequences of events that are easy to miss. If you'd like to get a membership to this exclusive establishment, you must return to Booster Tower sometime after you've rescued the Princess.

Repace your route through the tower to find Knife Guy in the room just before the first Save Point. Play his guessing



Grate Guy will be more interested in playing than fighting.

game until you've won 12 times (any losses will be subtracted from your wins). Knife Guy will then give you the Bright Card as a prize.

Continue through the game until you reach Bean Valley, if you haven't already. From the beginning of Bean Valley, walk up and right, then hop down the green pipe on the right. Work your way up and left and enter the next green pipe. Walk up and left to the next screen. You should now see five green pipes with Piranha Plants growing out of them and a Save Point. Wait for the Shyster to water the upper-most plant, then defeat it. Hop down the open pipe.

Walk up and right to the wall, then up and left to the

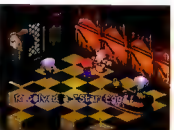
next wall. Now walk all the way down and left to the end of the path. You should be standing in the corner that is above and to the left of the golden Chomp Chomp. Jump around to reveal a hidden black and path. Follow the



You must follow a looping route through Bean Valley to make the path to the Casino appear.

path back to the main World Map. The path to the Casino will now be open.

The Bright Card will be your ticket into the Casino, and the Slot Machine, Blackjack and Look Away are the three games you can play. Frog Coins are the usual prizes, but if you play Look Away with Grate Guy (talk to him several times to get him started) and win about 100 times, he'll give you a Star Egg. The Star Egg is a reusable



If you also equip the Star Egg, the Quartz Charm will inflict up to 150 HP worth of damage

item that will inflict about 100 HP of damage to all enemies in battle. That's not a bad take for a single evening's work, wouldn't you say?

# MIYAMOTO

**In August, Famimaga 64, a Japanese gaming magazine, interviewed Mr. Shigeru Miyamoto regarding the N64 and upcoming games for it. This month, we're letting you listen in to hear what he has to say about the future of gaming.**

**Ed.:** When did you start planning Super Mario 64?

**SM:** I'd had the concept for the game for a long time but didn't write the specs for it until just before Shoshinkai last year. I had wanted to make games using polygons even before the Super Famicom was released. Of course, polygon graphics originally didn't work well with the Super Famicom. When the FX chip became available, I tried and tested polygon graphics many times while making Star Fox and Wild Trax (Stunt Race FX in the U.S.) and slowly constructed basic ideas about using them. It was about three years ago when I finally understood what specs were needed to move a certain character or object. I was finally able to visualize the N64 at that time. Then it took another year and a half to translate to N64. In the beginning, we weren't sure whether or not the N64's specs and abilities were real.



**MR. MIYAMOTO**

**Ed.:** So, it was about a year and a half ago that you came up with Super Mario 64?

**SM:** Yes, we made samples and tested them for the first half year, then we spent about a year in actual development and production. The development/production process took a year, but in total, it took 5-6 years for us to complete the

game from early idea to finished product.

**Ed.:** Which part did you develop first?

**SM:** We spent a year or so developing the characters and camera angles before we went into details. Mario and MIPS, the rabbit in the basement of the castle, were the only characters we had in the beginning. We used them repeatedly for testing. For example, we had the rabbit follow Mario to a mountain summit, then we changed the viewpoint there, and so on. We thought about using a different character in the basement of the castle for the final version, but we couldn't ignore the rabbit. We must say that the whole process of developing this game began with Mario and the rabbit.

**Ed.:** How did you decide what the world of Super Mario 64 would be like?

**SM:** I always decide on the basic ideas/concepts (such as Mario's moves) first, then I add other things until it takes a certain shape. After that, I start the total concept of the game. In the case of Super Mario 64, I began creating the world after Shoshinkai [November, 1995]. Before that, I had only general ideas, such as what kinds of monsters we wanted, and that there would be no blood. Ideas such as the structures of courses or hanging pictures on the walls in the castle came up later.

**Ed.:** So you started with Mario's actions, or movements, when making the game?

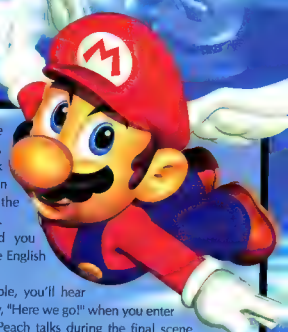
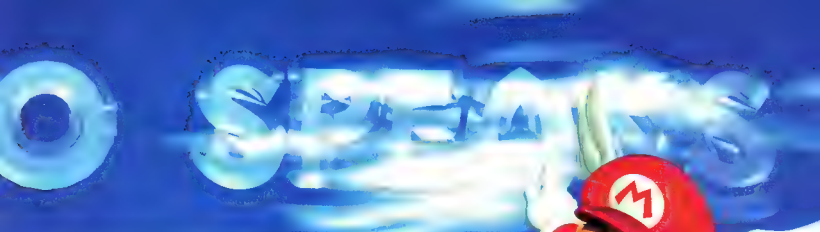
**SM:** Yes, they're the core of this game. Mario's actions came first, then we made the courses that fit his movements.

**Ed.:** There are lots of actions and moves in the game, but some of them are not necessarily critical to defeating enemies or clearing obstacles. Did you put them in on purpose?

**SM:** The leg sweep, trip move was supposed to be a useful skill at first. It could be used to knock bamboo poles down or to defeat Goombas. There are lots of things I planned, but of course, not everything came out exactly as I wanted. I just wanted to create as many moves as possible that could be controlled with a combination of the Control Stick and buttons, not only for a practical purpose but also to have fun while playing. A player may discover a new one as he plays and say, "Whoa! I've found a cool move!"

**Ed.:** Yeah, and controlling the moves isn't very complicated, is it?

**SM:** Basically, only the A and B Buttons are used in the



game for control. Other buttons are not necessary for game play, but they are quite handy once you learn to use them. I spent quite a bit of time coming up with the functions of the C Buttons. I wasn't sure how I should set the C Buttons: Should the camera angle move to the right, or should you see Mario's right side when you press the right C Button? In the end, I set the C Buttons so they work like the controls of an airplane. The camera zooms in when you press the top C Button, and it turns to the right when you press the right C Button.

**Ed.:** Regarding the viewpoint, there are places where the player can't see, such as in narrow areas. Do you think it's a problem?

**SM:** The N64 may be the only home machine that can create a correct, three-dimensional

view, no matter which direction you're looking. Because of this ability, Mario cannot be seen when he's behind a wall, and this agrees with natural physical law. It wouldn't have

been right if we had changed the settings so that Mario could have been seen through the wall. On the other hand, if we had set the viewpoint to shift each time Mario moved, it might have been quite confusing. I believe we have done everything to get the best possible viewpoints.

**Ed.:** Will the viewpoint be improved in the future?

**SM:** Of course we should improve it to a certain degree, but we can't do much with the things that are physically

correct. We can only suggest that players move around or stop for a better view.

**Ed.:** What differences, other than the language, are there in the Japanese and English versions?

**SM:** In the English version, characters speak much more than they do in the Japanese version.

**Ed.:** Where did you add voices in the English version?

**SM:** For example, you'll hear Mario's voice say, "Here we go!" when you enter a course. Also, Peach talks during the final scene. I wish we could sell this version in Japan for the one-year anniversary or as a Christmas special. But, realistically, I don't think we can sell the English version in Japan, since so many players already bought the Japanese version as soon as it was released.

**Ed.:** By the way, do you make changes in American games to fit the Japanese market?

**SM:** We translate them from English to Japanese, and basically, that's all. Of course, there are some games, especially sports games, that we make some changes to in order to sell them in Japan. If we released Ken Griffey Jr. Baseball in Japan, we would need to make minor changes, like adding scenes and the sounds of fans hitting bells and drums to make it fit better in our culture.

**Ed.:** There are more puzzles to solve in Super Mario 64 than in other Mario games. Why is that?

**SM:** I was also developing Zelda 64 while I was working on Super Mario 64, and I had lots of ideas for Zelda. Since Mario was going to be released earlier, I used some of those ideas in it. I did the same thing when the Super Famicom versions of Zelda and Mario were being developed: I switched ideas between the two games.

**Ed.:** Is Zelda 64 going to be similar to Super Mario 64?

**SM:** They resemble one another in some parts. Of course, about half of Zelda will be completely different.

**Ed.:** Are the characters in Zelda 64 going to move around in 3-D fields like the ones in Mario do?

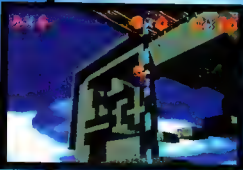
**SM:** Yes, in some places.

**Ed.:** So, will Zelda 64 be like an RPG of Mario with a sword?

**SM:** No. I'm sure everyone would complain if we did that. They'd think that Zelda 64 looked too much like Super Mario 64.



## SUPER MARIO 64



**Ed.:** Then what makes Zelda 64 different from Mario 64?

**SM:** I can't say anything yet. Well, the camera system...

**Ed.:** We saw the video of Zelda 64. Have you made many changes since that video?

**SM:** Yes, scenes in the final version will be quite different from those in the video, but you will still see some scenes from the same angles that you saw in the video. We aren't sure if it's the best angle for actually playing. It's possible to make demo scenes from that angle—they aren't difficult to create. By the way, some people thought that the demo scenes at Shoshinkai were playing on development equipment, but they were actually playing on the N64.



**Ed.:** We were shocked when we saw that demonstration video.

**SM:** What parts of the

video were most amazing to you? Were you surprised by the shining, metallic-looking soldiers?

**Ed.:** I couldn't believe that those amazing characters were in the actual game. I thought images like those were possible only with development equipment.

**SM:** But you saw them actually move in the video. You might have noticed the soldiers stop for a moment just before making a move, such as just before swinging a sword. Their action didn't look natural because of those brief breaks. We need to adjust this problem in the final version.

**Ed.:** Regarding Wave Race 64, why did you make such big changes in the watercraft? They're very different from the ones we saw at first.

**SM:** Before Shoshinkai, we concentrated on making the water as realistic as possible on the screen, and we concentrated on the vehicles after the show. Although we used boats in the video, we decided on jet skis later. Boats looked pretty good at the show, but I didn't think that Wave Race 64 would be unique from similar games on other systems if we used boats. Jet skis can show many maneuvers that work well in the realistic water of Wave Race 64.

**Ed.:** How is Star Fox coming?

**SM:** Everything is going well. That game is...no, I must not give anything away. Well, its graphics are sharp and clear.

**Ed.:** How about the player's vehicle? A tank was used in the Shoshinkai video.

**SM:** Player's vehicle? I shouldn't make comments on this... I can only say that the tank is a player's vehicle...

**Ed.:** Everyone is really looking forward to seeing Super Mario Kart R. How's it going?

**SM:** We are working on high-speed processing and other technical improvements. We want to design this game so

that users can play in four-player mode as well as in one-player mode.

**Ed.:** The video version looked nearly complete. Do you still need time for adjustments?

**SM:** Yes, that's one of the reasons we're still working on it. We are also spending time creating different driving styles. The Control Stick will control the cars, and the cars in this game will run very differently from one another. Some cars have very touchy handling, while others have straight-forward handling. We're also spending lots of time on the characters, like changing Donkey Kong to Super Donkey Kong.

**Ed.:** Regarding the control, is the Control Stick just for handling the wheel?

**SM:** Well, I can't tell you. How to use the Control Stick is the most critical part of the game, but, again, I can't tell you...

**Ed.:** Almost all of Nintendo's new games, including Super Mario 64, use polygon graphics. Are you going to use polygon graphics in your future games?

**SM:** One of the major reasons that I wanted to develop for the N64 is that it makes it possible to draw precise, realistic 3-D images and scenes. The video world will not expand without accurate graphics and scenes. For that reason, we will be using polygons more in designing games.

Quality per pixel of a picture is very high, so even 2-D games look totally different. Pictures can also be reduced or enlarged without any problem.

Development of Super Famicom games depended on the specs of the hardware. We needed to know how many sprites were possible on the hardware. On the other hand, that made it easy to create a game. But the N64 is programming-free hardware. A designer can create whatever he wants without worrying about sprites or cells.



Unlike programming for the Super Famicom, we don't have to consider the specs of the hardware when making 2-D games for the N64. Designing games will depend

on what the programmers do. They can use the N64 to do whatever they want, such as morphing.

So we may see games that make us wonder how they were created. The N64 is really an interesting and exciting machine. In some cases, 2-D images created on the N64 may be more interesting than 3-D graphics. We can create high quality and cool 2-D graphics. Right now, we're making Yoshi's Island in 2-D.

**Ed.:** Nintendo released Yoshi's Island for the Super Famicom after Donkey Kong Country. The graphics for Yoshi's Island were, by contrast, softer and more pastel.

**SM:** Yes, you're right. Regarding the release of Yoshi Island

for N64, we want to wait at least six months after the release of Super Mario 64 to release it.

**Ed.:** What do you think about connecting the N64 to a network system?

**SM:** Networking is one of the important ideas in the long run, but I don't think that we need to discuss a long-term plan with consumers right now. Frankly, I wouldn't be interesting in networking right now if I were a consumer. Why do we need to worry about things that might be available in the future? We should consider networking when it becomes truly available. I believe that recent debates on networking

are discussed primarily to profit hardware manufacturers and stores. It's like the multi-media boom we

may get extra telephone lines for networking in the future, but it isn't realistic in Japan right now. I am more focused on simultaneous multi-play.

**Ed.:** What about 64DD?

**SM:** You will see it at Shoshinkai in November. I can't say anything else right now.

**Ed.:** I heard that the 64DD uses a writable disk. If that's true, how will you use it for the upcoming Zelda game?

**SM:** That's a top secret

**Ed.:** How is the controller Memory Pak used?

**SM:** It can be used as an optional accessory. You can use the Memory Pak for backing up certain game data. Of course, the 64DD will be used for back-up in the future, too. I am hoping that players use the Pak to save their personal data for sports games, then play together. That will be fun.

## WAVE RACE 64

experienced a while ago. Networking N64 will be realistic when the N64 is in about five million house-

holds. Anyway, Nintendo hardware can be easily applied to a network at any time.

Japan is not ready for a network yet. Regular households have only one telephone line. If a gamer were occupying the phone line with the network, other family members wouldn't be able to use the phone. We'll have to wait until the government takes the lead in networking or until the household environment is ready for a network.

**Ed.:** I understand that it will take a while until networking will be widely accepted.

**SM:** I am looking forward to that day. Some households

## A message to readers from Mr. Miyamoto:

Isn't it a great feeling to complete courses, or to discover secret shortcuts? All players like to discover tips and figure out new ways to do things. It's the same all around the world. Figuring things out in games is common ground for players everywhere. It's possible only in the virtual world, and that's what we want to create with the N64.

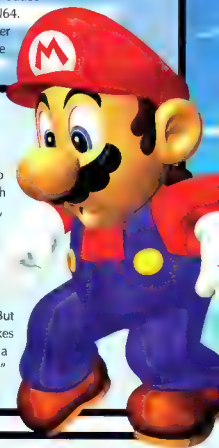
The N64 enables us to create completely different scenes and new games that no one has ever experienced before, and we're working hard to do that. Even if people see what we've done and say that it's not a game, we want to continue to create new experiences, things that people haven't seen before. We're going to produce many excellent games for the N64.

I assure you that you'll never regret buying an N64! Please look forward to it.

## POWER GOES INSIDE EAD

Last summer Senior Editor Leslie Swan went to NCL in Kyoto to work with Nintendo's exclusive EAD group on the English version of Super Mario 64. She wrote the English screen text, then had her voice recorded and digitized for the game. (She's Princess Toadstool.) "They asked me to sound 'sweet,'" she said. "It was a stretch."

Hèr impressions of Mr. Miyamoto: Interesting, creative, busy. "He's directing several projects at once, and he over- sees even the smallest details to make sure that they're right. But as hard working as he is, he also has a fun, creative side. He likes music and plays in his own band. When it came time to take a break, he'd get out his guitar and play right there in the office."



# ULTIMATE

## MORTAL KOMBAT

Williams Entertainment rocks the Super NES world one more time with the ultimate in 16-bit tournament fighting power: **Ultimate Mortal Kombat 3!**

### ULTIMATE KOMBAT BEGINS!



Following in the tradition of Mortal Kombat 3, Ultimate Mortal Kombat 3 is being created for you to feel this full much to the joy of fighting fans everywhere. MK 3 picks up the MK 3 plot, but most every other feature in the game has been expanded. The one-player tournament now includes four Kombat classes: Ninja, Warrior and two new classes, the latter of which has two endurance rounds. Even a roomful of kombatants can get in on the action with a new four-player, two-on-two endurance and an eight-player, no-holds-barred tournament. Once the fighting is done, tournament victors get to "choose their destiny." By selecting one of the Kombat Kode symbols, you'll be rewarded with anything from a new champion to the ultimate prize.



the tournament towers to ultimate victory or ultimate defeat.

In the endurance round, you'll face two opponents, back-to-back.



In 2 on 2 Kombat, if a fighter takes over the opponent will take over the opponent. Partners will take turns in the lead-off position.

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Ultimate Mortal Kombat 3  
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# NEW KOMBATANTS



Williams has also expanded the roster of playable fighters from 15 to a whopping 24 characters, including the new and classic versions of Sub-Zero, the dark and deadly Noob Saibot, formidable new fighters Taven and Rain, and the more powerful human version of Smoke. You expect that many of the fighters' special moves will remain the same, making it great for long-time fans to

take the carnage.



Now you see him, now you do—oh! There he is! Ermac's explosive teleport punch is just one of his deadly tricks.

Don't let Rain's basic attack fool you. There's more to him than meets the eye.

## KOMBAT CHART

Do you need a scorecard to tell you who's who? Here's a list of all the selectable UMK 3 fighters and the games they've appeared in previously.

## BRUTALITY

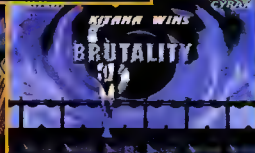


Of course, no MK game would be complete without a full range of Fatalities, Brutalities and any other atrocities that the programmers can cram into it, and UMK 3 doesn't disappoint. In fact, there's a new category of finishing move taking a beating to the next level: The Brutality. The Brutality unleashes a flurry of punches until his or her opponent explodes in a spectacular manner. What's the update on the Brutality? Well, it's still a Brutality.

RAIN	NEW
REPTILE	MKII
STRYKER	MK3
JAX	MKII,3
NIGHT WOLF	MK3
JADE	MKII
NOOB	MKII
SONYA	MK,MKII,3
KANO	MK,MK3
MILEENA	MKII
SMOKE	MK II
SUB-ZERO	MK,MKII
SUB-ZERO	MK3
KUNG LAO	MKII,3
SEKTOR	MK3
KITANA	MKII
ERMAC	NEW
SCORPION	MK,MKII
CYRAX	MK3
KABAL	MK3
SINDEL	MK3
SMOKE	MK3
LIU KANG	MK,MKII,3
SHANG TSUNG	MK,MKII,3



With six many more kombats to choose from, this newest MK should make for some very interesting match-ups.



Later this fall, a cartoon classic will shine on the Super NES when Pinocchio takes center stage in his very own game. This time, players get to help the wooden puppet become a real boy!

Disney's

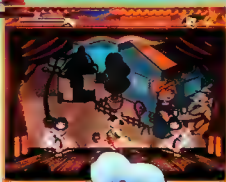
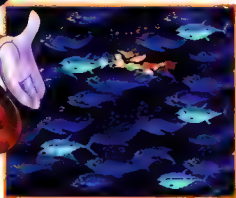
# Pinocchio

From the Silver Screen to the Super NES

Disney's film Pinocchio has long been a family favorite, and now a generation of gamers will get to experience this classic in a whole new way! With Pinocchio's near cinema-quality graphics and terrifically fun, yet simple, game play, younger would-be puppet masters will become instant fans of this fine and timeless fable. Folks who have already fallen in love with the film will be pleased to know that many of the cartoon's other characters, including Honest John the fox, Geppetto, and Jiminy Cricket, all make special guest appearances in the game.

© 1995 The Walt Disney Company.

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## Ten Challenging Chapters

Pinocchio for the Super NES closely follows the movie story line about a puppet who hopes to someday become a real boy. The story unfolds in ten separate levels, and each chapter of the tale has its own distinct look and style of play. As players progress through Pinocchio, they'll need to master a different set of moves for each stage of the game. For example, in one stage they'll need to mimic the dance steps of some nimble marionettes, while in another, they'll have to grab tuna tails to avoid winding up as a whale's lunch!

### Skippping School!!!

As the game begins, players will have to help Pinocchio get to school by picking a path across the streets and rooftops of a tiny town in Italy. Unfortunately for Pinocchio, Gideon the cat and a fox named Honest John have devious diversions in store for him.

### Playtime on Pleasure Island

Thinking that he's found a boys' paradise on the shores of Pleasure Island, Pinocchio will take a trip on a big, bright balloon and go for a wild ride on an old, rickety roller coaster.

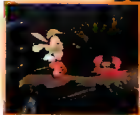
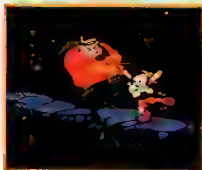
### The Coachman's Clutches

In order to escape the life of a mule in Pleasure Island's salt mines,

Pinocchio must carefully climb the island's rocky cliffs, where he'll fight the evil Coachman and his creepy cohorts.

### A Whale of a Time

The last few levels lead Pinocchio through a watery world where all the creatures of the sea seem to have a grudge against him. If you've ever wanted to see the inside of a whale, get ready for a grand tour!



PREVIEW

# NBA HANGTIME

**Williams is pounding the boards and shooting from downtown to bring you the Super NES version of their latest arcade sensation, NBA Hangtime!**

© 1996 Williams Entertainment.



## NBA HANGTIME SCORES BIG TIME!

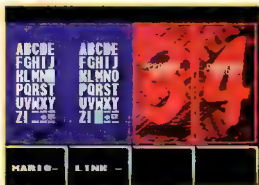
If you spend any time in arcades at all, you can't have missed the long lines and anxious stares of people waiting to play NBA Hangtime. Now Williams is bringing one of the biggest quarter-munchers in history to the Super NES, and if the early prototype we sampled is any indication, NBA Hangtime will be poised to change the face of platform basketball games. All of the features that have made NBAHT an arcade phenomenon are already evident in the home prototype, including the beefed-up AI, the realistic speed and movement of the players across the court and their true-to-stat performance. The Super NES version

will also retain the "Create a Player" option, complete with cash card-style "PIN" ID numbers that allow you sole access to your player!

You'll have a humongous roster at your beck and call: 29 pro teams, 145 real NBA players and a choice of 20 squad combinations per team!



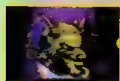
The computer-controlled partners and opponents in NBA Hangtime are much more creative and unpredictable than those in any previous basketball game



Call your personal player off the bench by inputting your name and entering your secret PIN number. You can pump up your dunking ability, 3-point percentage and other stats by winning games.

# WOULD YOU LIKE TO SWAP HEADS?

How would you like to play pro basketball with green skin and a lizard's head? Or be seven feet tall but only a measly 200 pounds? You can be all that and more with the innovative and uproariously funny Create a Player option. Serious or silly, you can set every one of your player's attributes, even down to the uniform color, nickname and special cheat options! For every game you win, you'll receive two points to add to your skill ratings.



Remember that your looks are only skin deep! Even if you choose the old man's head, your abilities won't be affected. It's what's on your stat sheet that really counts!

You can show your true colors to the world. Choose from 29 pro uniforms, 10 custom designs and a single default outfit.



Players can have up to two cheats activated at one time. The Super Rebound and Smarter Drome options can really give you an edge in play.

## HANGIN' WITH MIKE RUBINELLI

Any video basketball fan would likely point to NBA Hangtime's incredible AI as its key feature. Computerized players are much more creative than anything we've seen in past basketball games, but they also don't perform superhuman feats constantly. We spoke with Mike Rubinelli, Williams' Vice President in charge of Third Party Development, about the philosophy behind the design. "We wanted to make Hangtime more true-to-life, but also fun to play," he said. "The players in Hangtime are true to life, maybe there's been too much sports fantasy before this, but Hangtime will make people look more closely at personality." Mike's idea of personality was an area in which past games have been fairly forgiving. He assured us that in NBA Hangtime, you'll have to work for your money. "The ramping is made enough to allow you a certain amount of success, but to get better or more creative players, you're going to be pushed as this is the challenge. That's the fun."



To keep players from becoming too powerful and unbalancing the play, the game limits the number of points you can earn and the number of skills you can max out.

In Titus's new Super NES offering, you'll have just 73 minutes as the game clock ticks down to help a dethroned prince recapture his crown. Hot-foot it through scorching sands and booby-trapped temples—15 levels in all—to find and confront the nefarious Jaffar, who stands between the Prince and his throne.

# Prince of Persia 2

*Shadow and the Flame*

© 1995 PsygnosisCode © 1995 Titus

Stage 1

## RACING ACROSS RAMPARTS

Unseated by a sinister impostor, the young Prince is forced to flee the palace while guards follow in close pursuit. The fighting will be fast and furious, so while the Prince is

racing across the rooftops, he should keep his scimitar drawn to deal with any sudden, and deadly, surprises.

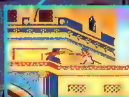
TO A



START

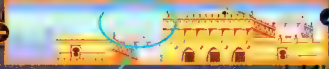


To avoid being driven off the precarious edge of the palace, the Prince must anticipate the sword-wielding guard sneaking up from the right side of the screen.



After crashing through a high palace window, avoid being skewered by an oncoming sentry by quickly spinning to the left and drawing your scimitar.

EXIT



Without dilly-dallying or slowing down for swordplay, dash across the dock and make a last-minute leap for the stern of a seagoing ship.



This long leap is sure to leave the Prince dangling from his fingertips, but make sure he doesn't let go or he'll find himself back at the beginning of the game.

## STAGE 2

## THE SECRET OF THE STONES

The sole survivor of a sudden

one with the symbol.

EXIT

START



Start your journey in the desert, and you'll find a small cave. It will be the first of many.

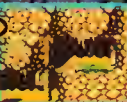
## STAGE 3

## CREEPING THROUGH CAVERNS

In the long, dark caverns, you can choose to go left or right. The path you choose will lead you to a different cave. The path you choose will lead you to a different cave.

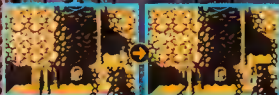


There's a small cave, and you'll find a small cave. It will be the first of many.

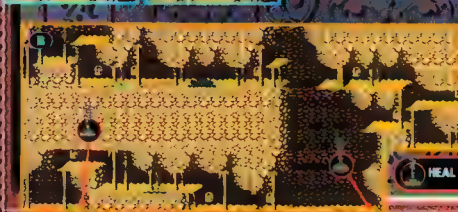


START

TO B



To open the gate, you'll need to go back to the left. The door will be open, and you'll have to go back to the left.



EXIT

HEAL INCREASE LIFE DECREASE LIFE REVERSES CONTROLS

## Stage 4: A FALL TO THE FINISH

While there are plenty

of enemies, you can simply drink a

START

EXIT

TO F

To reach the end of this stage, you'll need to jump over the skeletons and drink a potion.

Open the door to the left of the end of the stage. The skeletons will come alive before the skeletons can come alive.

## Stage 5: THE GOING GETS TOUGH

This stage can certainly

a pretty intense plan

EXIT

TO G

START

Jump to the left. Now move across the platform. The upper platform will open.

You can't make it. You've stepped on the platform that's high above. You're still a



There are two doors leading out of this room. The door on the right leads to a narrow passage. The door on the left leads to a large hall.

To open the gate that leads to an important potion, step onto the right side of this crumbling ledge, then immediately turn back to the left.

## Stage 6: A CRUMBLING KINGDOM



Having  
 Caution  
 The Prince  
 of an old and decaying castle.  
 While he is certainly wary  
 of the dangers that await  
 him ahead (especially since he  
 lost his precious scimitar), he also  
 knows that in order to complete his  
 quest, he must take the  
 perilous path.



The blades hidden within the palace walls can easily slice the Prince into pieces. If you see a narrow opening, carefully cross with your hands and knees.

When you enter the room, the snake will attack you. A disorienting action and a bottle of poison are waiting for you in this room.



The room is a trap. The Prince is in danger of falling into the chasm. He must be careful. The Prince is in danger of falling into the chasm. He must be careful.



## STAGE 2: A SILENT STAGE

In this level of the game, you'll find out the true meaning of silence. You'll have some close encounters of the deadly kind, it's very important to keep in mind that these sinister snakes can finish you off with a single bite.

But some clever strategies for avoiding their deadly fangs.

When you reach the exit door, run to the right and climb up on the ledge. Now dash across it, drop down on the pressure plate and crawl back under the blade!



One of the level's great challenges is climbing the vertical line across the center. To do this, you'll need to use the blade from the start of the level.

In this passageway, it's no problem to jump past the slithering serpent, but you'll have to be very careful to avoid the blade trap that's just beyond it!



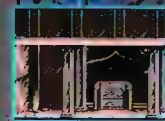
## STAGE 3: A HALL FULL OF HOTHEADS

Like all the other levels, this one has its own challenges. But what sets this section



While you can find several beneficial health potions along this hallway, this last bottle holds only a handful of bitter poison.

You have two choices as you head down the hall: You can either fight every fiery fiend that you encounter, or you can run by them all and sneak out the exit.

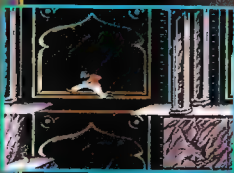


# Stage 9: FAR FROM FINISHED

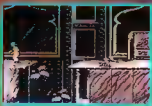
This final run through the ruins will lead the Prince down a path to exotic locales, surreal surroundings, and

a final fight with Jaffar! If you can get the Prince past the flaming ghouls and uncover the secret of the statue at the end of this diffi-

cult stage, you may actually be cunning enough to complete the six levels that are still to come!



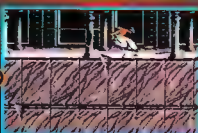
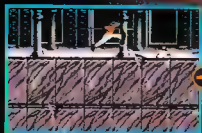
Try to time your leap so that you don't end up on the lower ledge. If you have to climb up, you'll be injured when the ledge above you comes crashing down.



When you start this stage, a large lower area will open up as you walk to the left. Unfortunately, exploring this lower level will reveal little of value.



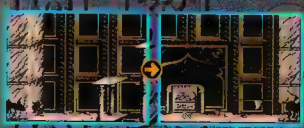
Leaping along these crumbling columns will require lots of practice and plenty of patience, but you'll be well-rewarded for picking this tough upper path.



If you find this blade trap in the lower passage, you'll want to jump as close to the trap as possible to avoid the viper that will soon appear on the screen.



If you want to fight this ghoul on solid ground, just draw your weapon, take a few slow steps backwards, and wait for it to fly down to fight you face-to-face!



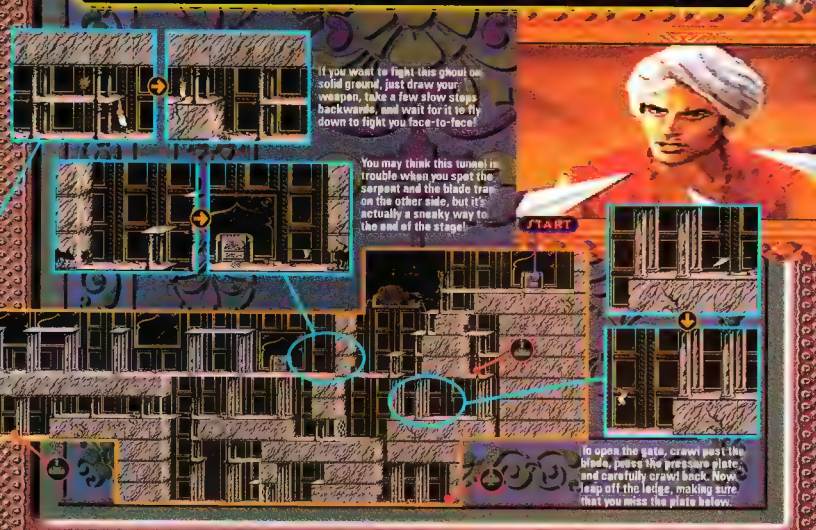
You may think this tunnel is trouble when you spot the serpent and the blade trap on the other side, but it's actually a sneaky way to the end of the stage!



START



To open the gate, crawl past the blade, pass the pressure plate, and carefully crawl back. Now leap off the ledge, making sure that you miss the plate below.



# CLASSIFIED INFORMATION

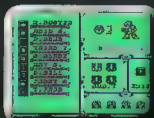
0425 6211 4842 0680

MEMBER IDENTIFICATION #

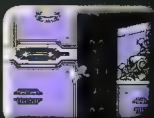
## MEGA MAN X3

### Chip Enhancer

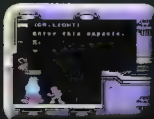
In Mega Man X3, the Blue Bomber's special abilities can be supercharged with special Enhancement Chips from Dr. Light. Normally, you can carry and use only one chip at a time, but there's a special Chip Enhancer that will let you use all four at once. To find it, you must have all eight Heart Tanks, all four Sub Tanks, the four Robot Suits and the Dash Boots, Mega Buster, Armor and Sensor/Helmet Upgrades. Now make your way through the first stage of Dr. Doppler's Lab until you reach an area where spiked metal balls are raining down. Jump into the pit and slide down the left side of the shaft until you come to a secret tunnel. Go left to meet up with Dr. Light. He'll give you the Chip Enhancer and all four Enhancement Chips! You can't use Zero to get to the room, and all your tanks must be full for Dr. Light to appear.



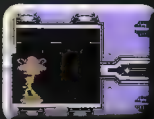
Make sure all your Heart Tanks and Sub Tanks are full.



Slide down the pit and press Left to find the secret tunnel.



The doctor will upgrade you with the latest tech.



Your robot body will gleam with newfound power!

## JACK BROS.

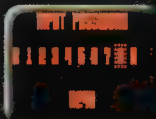
### Stage Passwords

It's nearly Halloween, and the Jack Bros. are ready for some bewitching adventure on the Virtual Boy. We have no tricks for this game, but here are a few sweet treats for you puzzle/adventure fans.

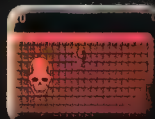
Jack Frost	
Grim Reaper's Cavern	3267
Temple of Nightmare	8453
Dragon's Belly	1309
Mecha Fortress	7285

Jack O'Lantern	
Grim Reaper's Cavern	4965
Temple of Nightmare	5923
Dragon's Belly	0919
Mecha Fortress	2827
Crystal Palace	6313

Jack Skelton	
Grim Reaper's Cavern	0248
Temple of Nightmare	2745
Dragon's Belly	9537
Mecha Fortress	3598
Crystal Palace	0531



Which Jack will you choose for your adventure?



Being a "Jack of all trades" may not be a bad thing!

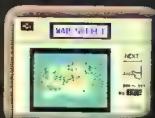
# SimCity

## Extra Landforms and Clear Data

To mark the rerelease of this Super NES classic, we printed a detailed review of Sim City last issue, including the millionaire code. This month, we'll tell you how to clear data from your game and access hidden land forms. To clear all saved cities and reset the scenarios, press L, R, Select, Start and B simultaneously on the title screen. If the 1,000 standard landforms aren't quite what you're looking for in a city site, there are 1,000 extra landforms hidden in the game. To access one of the hidden landforms, start a new city but don't build anything. Wait for at least 15 seconds, then go to the Load/Save screen and select the Go To Menu option. Don't save your game. Now start another city. When the Map Select screen appears, the map number displayed will be the same as the one you chose previously, but the landform itself will be different.



Follow the instructions given to turn this landform...



...into this one. All of the extra landforms are unique.



## Chapter Passwords

These passwords will help you guide The Ghost Who Walks through the dangers of the urban jungle. There are several major paths through the game, and the endings you see will differ according to your actions.

**Chapter 2**  
JVH9TWGZTLDG  
GGB8LNDGCFW  
KBGDY79KHYQQ  
5NCZ?2B9FDD4

**Chapter 3**  
DVH1Y1G97LDF  
8JBXG6CHH2FW  
KBGDY79QJYS8  
5N1Z411P-7Y?

**Chapter 4**  
BBJM51PB3KXF  
8J8DJ?1HN3YW  
KBQDY917JYS8  
5M1746FV23QT

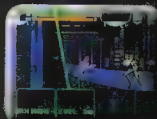
**Chapter 6**  
JBBH33PNHSHWF  
8X?DJ?1JB2JT  
YCQDY1X3JYS7  
5M29ZD2-RNW6

**Chapter 5**  
JGBH33PH8LXF  
8X8DJ?11J6DW  
KCQDY1W3JYS7  
5M276VC7K54S

**Chapter 7**  
JDB195PS6SYF  
8X9WJ?1HH9JQ  
2CQDYHT4GZS7  
5C29VJMRHWJK



These passwords may take you to parts of the game you've never seen before.



Will you solve the riddle of the Ghost Jungle, or will the forces of evil triumph?

## PANIC BOMBER

### Stage Passwords

In Volume 85, we gave you a special password for a "bosses only" game. Now we have passwords to the regular stages. Bombe away!

**Sinister Forest**  
**Desert of Desolation**  
**Doom Castle**

2695  
1038  
6934



Enter these passwords in serial.



And whatever you do, don't panic!

## Romance IV of The Three Kingdoms Wall of Fire

### Free Soldiers

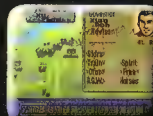
This trick allows you to create as many extra soldiers as you'd like for free, without drafting! Choose the War command and select one general to go to battle. Assign the maximum number of soldiers possible to his unit (up to 300, if you have that many men), but say "No" when the computer asks for final confirmation to go to war. Take the general off the list of commanders then reassign him to it. When you return to the soldier assignment screen, the total number of men available will have increased by the number assigned earlier. Repeat this process until you have the number of men you want. Now you may select as many generals as you want to go to war and give them up to 300 soldiers each. If you are victorious in battle, the soldier "clones" will remain in your service. If you retreat or are defeated, they will disappear. Do not return to the main menu at any time during the cloning process or the extra men will vanish. If the number of men you take to war exceeds the number of men you originally had in the province, the attacking province will have no soldiers once the battle is over, regardless of the number of clones left behind.



You can create as many soldiers as you like.



You must win the battle for all of the changes to take effect.



Clones will have the same skill levels as the originals.



Use clones to bolster your defenses in other provinces.

## JUNGLE STRIKE

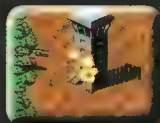
### Man Lives and Best Co-Pilot

We printed special passwords for Campaigns One through Six back in Volume 80; these passwords will take you through to the final mission. They'll give you the maximum number of lives allowed (255) and the option to use Wild Bill, the best co-pilot in the game.

Campaign 7: 8B45MP8YNMPT  
Campaign 8: 8B45YP89NMPT  
Campaign 9: 8B45FP8VNMPT



Enter these passwords as usual.



Now you're really loaded. Bear. Look and load.

## Stunt Race FX

### A New Perspective

To get a new perspective on your racing, press Select and the L and R Buttons simultaneously at any time during a race. The game "camera" will float at a distance, showing your vehicle from different angles.



Navigating will get a bit dicey especially in the turn!



Press Select again to return the regular game views.

# CLASSIFIED INFORMATION



## WAR 2410

### Legends, Rookies and More

Here are the last of the hidden players we know of for NBA Live '96, including NBA legends, promising rookies and players created by the game's programmers. To add a player to your roster, select the Edit Players option from the Roster Setup menu. Highlight a player and enter any of the names below. The player's stats will change to match those of the person you've named. If a name includes a first initial, leave a space between the period and the last name.

Archibald  
R. Barry  
Laimbeer  
Russell  
I. Thomas  
Thompson  
Thurmond  
Bennett  
Bodiroga  
T. Brown  
Burroughs  
Caffey  
Garnett  
D. Marshall  
Meek

Ostertag  
Parks  
Popa  
Ratliff  
Reeves  
Respert  
Snow  
Sura  
Wallace  
Whitfield  
Nelson  
Andy R.  
Ranata  
Reddekopp  
Willard

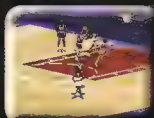
### All Passwords

Awright, listen up, dog faces! Since you're having soooo much trouble breaking through enemy lines, we have all of the passwords for War 2410. Now get out there and get the job done, Marine! Hoo-hah!

Mission 2: KMDNNMLVY  
Mission 3: CRTNYLGH  
Mission 4: SHLYMR  
Mission 5: DBRNNMRNL  
Mission 6: SLVTRMRNL  
Mission 7: NDRNNMRCL  
Mission 8: HRVMRCL  
Mission 9: DNCMSTR  
Mission 10: CLLNSMN  
Mission 11: STVNSMN  
Mission 12: DNJRCMSTR  
Mission 13: NTHNVRDCC  
Mission 14: JNNMRPH  
Mission 15: TMLLVY  
Mission 16: JSPHMRNLL  
Mission 17: JNNYSMN  
Mission 18: SLJRSMN  
Mission 19: PTMMRGN  
Mission 20: SLVTRSMN



You can change one player on an entire team.



Would the rookies stand a chance against the legends?



Use these passwords to try any scenario in the game.



We've got your battlefield advantage right here!

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

**Nintendo Power**  
**Classified Information**  
**P.O. Box 97038**  
**Redmond, WA**  
**98073-9738**

# Classic Codes

## Player's Choice Spotlight

Two more blasts from the past are joining the exalted ranks of the Players' Choice series: Mega Man: Dr. Willy's Revenge for the Game Boy and Super Star Wars for the Super NES! In honor of their rerelease this fall, we've put together a slew of passwords and codes for these classic Paks. If you weren't lucky enough to get your mitts on these puppies the first time around, here's your chance!

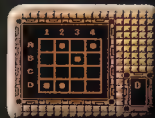


## Passwords Galore

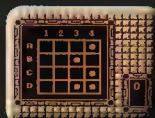
The first four stages of the game can be completed in any order, but we recommend defeating Fire Man first, then Cut Man, Elec Man and Ice Man. The passwords for that sequence are given in the column to the right. If you prefer a different route, you can use any of the passwords below to get a one-stage jump on your robotic competition.



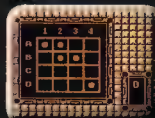
MM: DWR was the first Mega Man title for the Game Boy, and it's still one of the best!



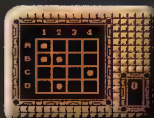
Elec Men will be history right from the start if you plug in this password.



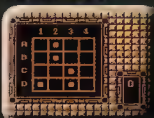
Take the cruel Cut Man down a notch or two with this password.



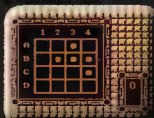
When you enter this password, Ice Man won't have a chance against Mega Man.



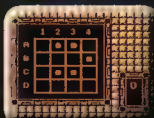
With this password, Fire Man will be history, and Cut Man will be looming large!



Use this password to jump to Elec Man's stage. Don't take any static from him!



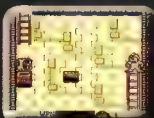
It's time for Ice Man to have a meltdown, so punch in this password!



This password will eventually take you to a showdown with the dastardly Dr. Willy.



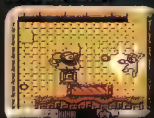
Watch out for the invincible Cut Blades and Shielded Soldiers.



This stage is mainly vertical. Be careful of the fans planted along the shafts.



Many of the blocks are rigged to melt out from under your feet, so keep moving.



...but you'll have to plow through a few more menacing mechaoids first!

# CLASSIFIED INFORMATION

## SUPER STAR WARS

### The Force Will Be With You...Always!

With Shadows of the Empire for the N64 right around the corner, the re-mastered Star Wars: The Special Edition slated for release next year, and the new "prequel" films to come after that, Star Wars mania is once again at a fever pitch! Super Star Wars became an instant hit when it first hit stores in 1992, and we fully expect history to repeat itself this fall.

### Debug Menu and Invincibility

This two-part code gives you access to a debug menu and gives you invulnerability in side-scrolling stages. First, turn your Super NES off then on. When the "Start Game" box appears, quickly press A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. Once the game starts, you can clear any stage by pressing Start on Controller II. To access the debug menu, press L and R simultaneously on Controller II. To become invincible in side-scrolling stages, press and hold Select, A, B, X and Y in that order on Controller II, then release all the buttons simultaneously.



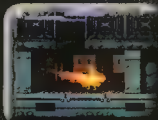
The code must be entered quickly. If you do it correctly, you'll hear a Jawa scream.



Use Controller I to change any of the options on the debug menu.



You can select any stage or character and increase your health or number of lives.



Invincibility lasts until the end of the stage. You can still fall to an untimely demise!

### Extra Continues and Lightsaber

If you want some help battling the Empire but still want to preserve most of the challenge, then use one or the other of these two codes. These codes can only be used alone and will not work if any other code has been entered. Be sure to turn your Super NES off then on before you enter them.



When the "Start Game" box appears, quickly press X, B, B, A and Y.



You'll start off the game with five continues instead of the usual three.



When the "Start Game" box appears, quickly press Y, Y, X, A, B, X and A.



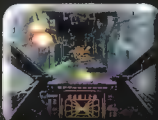
You'll start your adventure with your Lightsaber already in hand!

### Sound Test

Last, but not least, is the Sound Test code. Anytime during the game, press and hold A, B, X and Y, and then press Start to make the Sound Test screen appear. Use the Control Pad to select different music themes or sound effects and press A, B, X or Y to play them.



Use Controller I to play your selections. John Williams's music sounds terrific!



Press Start to get back into the action. The Death Star awaits!

# TETRIS ATTACK

©1995, 1996 Nintendo/Intelligent Systems.  
Tetris Attack Licensed to Nintendo by The Tetris Company.

**THE PUZZLE GAME EVERYONE  
IS FLIPPING OVER ON THE  
SUPER NES IS NOW AVAILABLE  
FOR GAME BOY! NINTENDO'S  
PASSWORD-BACKED  
TETRIS ATTACK HITS THE  
ROAD AS THE PERFECT  
PORTABLE PUZZLER FOR  
ONE OR TWO PLAYERS. LOOK  
FOR IT IN STORES NOW!**



## IT'S FLIPPIN' FUN

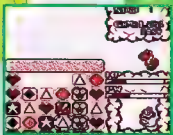
Now you can take your puzzle fun with you! Tetris Attack for Game Boy features seven different modes of play and a ton of customization options.

Only a handful of differences separate the portable version from its Super NES counterpart. Since you're playing on a smaller screen, you won't be able to see your rival's stack of blocks, but you can follow your opponent's progress with two status gauges beside your stack. The only other item not included in

the Game Boy version is the teaching tutorial, a feature few players use after they learn the game's basic strategies.



## SEVEN WAYS TO PLAY



If the name of your game is variety and high replay value, Tetris Attack fills the bill. Choose one of seven different ways to play. One-player mode has five different games, and two-player mode has both Vs. and Time Trial games. If you're looking for a tough challenge, you can alter the options in many modes. Make it hard on yourself and crank up the game speed or bounce between one of the three difficulty levels.



## ONE-PLAYER

## TWO-PLAYER

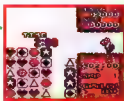
## ENDLESS



How long can you last against an eternity of towering tiles? Endless mode is a grueling endurance test. When the tiles stack up and the game ends, a Result Screen will tally the number of combos you scored.

## TIME TRIAL

How many tile chains and combos can you create and clear in two minutes? Time Trial mode is a timed stage with three difficulty levels. If you want to score big, shoot for large combos and chain reactions.



## STAGE CLEAR

The tiles quickly pile up, and you need to knock them down below the blinking stage clear line. Use a big combination or chain reaction to temporarily stop the stack so you can plan your next move.



## PUZZLE

Unlike the other Tetris Attack games in which you race to flip tiles, Puzzle mode lets you pause and think about your moves. The tough part is clearing the stage with the limited number of flips allowed.



## VS. COM

This mode is much like the two-player Vs. mode game, except that this time, you play against the computer. The Hit Point gauge on the right side of the screen shows your computer opponent's condition.

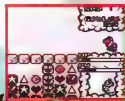


## TIME TRIAL

Link up and attack a friend! To play two-player Tetris Attack, you'll need a second Game Boy and another game pak. Two-player modes include a handicapping option.

## VS. PLAYER 1

Drop blocks on your opponent by linking chains and combinations of four or more tiles. A hit point gauge on the right side of the screen tells you how well your opponent is faring against your attack.



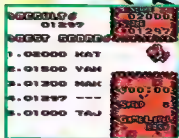


# PLAY IT YOUR WAY

Few puzzle games offer more playing variety than Tetris Attack, but with all those options some gamers don't know where to begin. Listed below are some basic strategies for racking up a stack of Tetris Attack scores. If you're looking for additional tile tips and hints, make sure you check out the Super NES Tetris Attack strategies on page 10 in Volume 87 of Power.

## ENDLESS PLAY

Endless mode is ideal for working on your scoring technique or going for an all-time high score. The scrolling stack gradually speeds up as you eliminate tiles, but you can get a running start by adjusting the Speed Level gauge from 1 to 100 before you begin the game.



## TIME TRIAL

If you're going to match the game's high score in under two minutes, you need to clear more than five tiles at a time and set off long series of chain reactions. As the tiles fall, line up matching blocks beneath them to create more chains. Tap the B Button to raise your stack near the top of the screen. The more panels you have on the screen, the more options you'll have available to make high scoring chains and combinations.



## STAGE CLEAR

While the rising stack of tiles is barely moving when you start Stage Clear, you'll soon be scrambling to keep up. Whenever you clear a

four tile combination or set off a chain reaction, the

ascending stack will stall for a few seconds. Many experienced players wait until the tiles start hopping along the top of the screen, then execute a combination or chain to stop the stack for an extended period of time. Rearrange your tiles during the stall time to create the next big chain or combination.



## PUZZLE MODE

Puzzle mode doesn't require fast flipping, but it does require plenty of thought. This mode has sixty levels, and you can record your progress by writing down the password given to you when you complete a stage. A count

meter tells you the number of moves you can make to solve the puzzle. The most difficult puzzles are not measured by how many blocks you have to clear, but how many moves you are allowed to make.



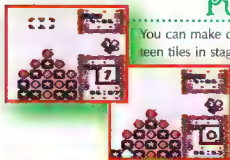
### Puzzle 3-03

Flip the lowest heart tile to the right one space, then slide the diamond tile above the heart tile one space to the right. This sets off a chain reaction that removes all hearts and drops the remaining diamond tiles down into a horizontal row.



### Puzzle 4-05

You can make only one move to set off a chain reaction and clear all nineteen tiles in stage 4-5. Slide the lowest star block on the left side of the stack to the left and watch the panels fall down. Most solutions for chain reaction puzzles are found near the bottom of a pile.



## ONE-PLAYER VS. MODE

Bowser has cast a spell over the inhabitants of Yoshi's Island and it's up to Yoshi to save the day! As you complete the stages in One-Player Vs. mode, more characters

join Yoshi in his fight to save Yoshi's Island. If you want to fight Bowser in the final round, you must complete all the stages on the Hard Game Level.

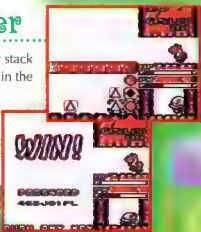


## Hit Points and Power Meter

Whenever an opponent's Power gauge is full, a block will drop on your stack of tiles. The Hit Point gauge indicates how well your opponent is doing in the game. Each time you clear a combination of tiles or set up a chain reaction, the Hit Point gauge will shrink. When the HP gauge is empty, you've won the round.

## Pick a Character

After Yoshi frees his seven friends, you can select them and use them in the final rounds. Move the Select cursor to the character you want to use before you enter a new stage. If you lose a match using any character but Yoshi, you won't have that character when you continue the game.



# 2 GAMES IN 1 PAK!

## BATTLEZONE

Battlezone © 1989  
Atari Corporation

### An Early Breakthrough in 3-D Battling

Although a bit primitive by today's standards, Battlezone was a real breakthrough in 3-D gaming when it first debuted. While its wire-framed tanks and scenery may seem simple, no game of its time even approached its sense of real space, something that game companies have been striving to perfect ever since!

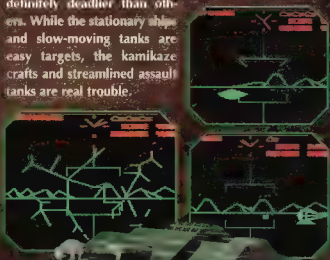
#### THE ZONE OF BATTLE

The game's futuristic battlefield is full of objects that can be used for offensive and defensive advantage. Hide safely behind squares, rectangles, and pyramids while you watch the enemy, then sneak out and fire a few rounds of ammo at your foe.



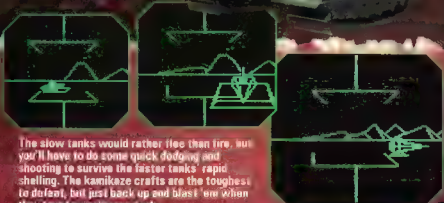
#### THE ENEMY ARMY

Your enemy has four types of fighting machines, definitely deadlier than others. While the stationary ships and slow-moving tanks are easy targets, the kamikaze crafts and streamlined assault tanks are real trouble.



### The Best Way to Battle

Understanding your opponent's strengths and weaknesses is the best way to develop a strong offensive strategy. Your best defense is to keep your distance from your foes.



The slow tanks would rather flee than fire, but you'll have to do some quick dodging and shooting to survive the faster tanks' rapid shelling. The kamikaze crafts are the toughest to defeat, but just back up and blast 'em when they turn towards your tank.



# BLASTS OF THE PAST

With nearly 20 years under their belts, Battlezone and Super Breakout are still as cool as they were when they were mainstays in every arcade across the country. Now Game Boy players can pick up both of these classics in a single pak!

## SUPER BREAKOUT

Super Breakout © 1978-1996  
Atari Corporation



Not only is Super Breakout an arcade classic, but it's also an important bridge between video gaming's humble beginnings and many of the popular games of the present. With its bouncing ball and simple paddle, Super Breakout has more than a passing similarity to the old game of Pong, but its theme, the elimination of stacked tiles, is similar to Tetris, a modern gaming masterpiece!

### Block Breaking Basics

It's fine to focus on just keeping the ball in play, but you can also aim the ball by bouncing it off the sides of your paddle. To pick up the big points, aim the ball so that it bashes a path at the edge of the blocks and ricochets around the very top row.



Bouncing the balls towards the corner

As the blocks will eventually reap you big rewards, but unfortunately, your paddle shrinks in size, so you pay the price for all those added points.

### BREAKOUT

This mode is the classic version of Breakout. The objective is to keep bouncing the ball off the different colored tiles until the entire screen is cleared. Like most of the other variations, the ball speeds up and your paddle shrinks as the game progresses.



Double is like Breakout but trickier because there are two balls and two paddles in play! Thankfully, the paddles move together so that you don't have to control them separately. You can use either paddle to bounce balls, but if you miss a ball, you won't get the second one back until after you've lost them both.



### PROGRESSIVE

In Progressive mode, there are three big rows of tiles to bash, the bottom row being worth the fewest number of points. For a fun (and frustrating) twist, the tiles keep moving down and become less valuable as new rows start to drop from the top of the screen.

### CAVITY

Cavity mode, in which three balls can be activated at once, requires fast reflexes and complete concentration. You begin with two paddles, one bouncing ball, and a big row of tiles with two more balls trapped inside. Once they're freed, you'll have to work fast to keep all the balls bouncing.



Only the STRONG  
survive in the...



## CHALLENGE #1

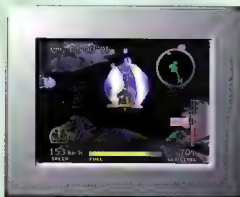
### SUPER MARIO KART

Greg Pituch, Israel Knight and Mike Vollmer are a few of the ultra hot, pace-setters that have established themselves at the top of the Arena's Super Mario Kart road rally. When will you take the lead? Can you run with the best in North America? Slide or glide through the torturous turns of Donut Plains 2 and send in your best time. Choose either Grand Prix or Time Trial mode—we don't care how you get there as long as you finish at the top of the Battle Zone. The top twenty racers will drive away with four Super Power Stamps.



### PILOTWINGS 64

Take part in the first Arena challenge for the Nintendo 64! How fast can you bust up twenty floating balloons in Balloon Rush, the second P Class test in PilotWings 64? Capturing your flying feat on film can be a little tricky, and you might have to try a few times. You need to snap a picture at the exact moment the words "Landing Accomplished" appear. The words are only on the screen for about three seconds, so make sure you get it right the first time. The top 25 times will fly off with four Super Power Stamps.



## CHALLENGE #2

### KIRBY'S BLOCK BALL

Kirby's Block Ball mania continues! This month we want your highest score for Stage 2. Gobble up as many tasty goodies as you can, then take a picture of your score right after you pound the obnoxious Octopus into sushi at the end of the second level. And in case you're wondering, yes, you can use a Super-Game Boy adapter. The top ten scores will win four Super Power Stamps good for money off lots of cool stuff in the Super Power Supplies Catalog.



### NAME THAT GAME!

It's the ultimate game fanatic quiz! Take this quiz for fun and see how many games you can identify. Look for the answers in next month's issue.

1. It's the only sports game that features Mega Man.
2. Bombard your opponent's fortification then scramble to rebuild your own castle walls in this one or two-player Super NES game.
3. You have precious seconds to defuse the cortex bomb in your head as you wander the streets of Seattle in this futuristic game.
4. Palom and Porom are two powerful twins in this epic adventure.
5. Kough up 15 Kremcoins so Klubba will let you cross his bridge and explore part of this game's Lost World.
6. If you're a charming player, you might be able to steal the Blue Mail from the Mother Brain in this role-playing game.
7. Can Bolt Lightning strike out Frank Liberty? Step up and take your best swing in this sports sequel.

## SUPER MARIO RPG

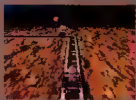
Best Time on the Moleville Mountain Mine  
Cart Ride

Mike Brodie	Kitchener, ON	1:58:80
Vincent Chan	New York, ON	1:59:75
Trevor Ma	Arcadia, CA	1:59:78
Pablo Reyes	Davie, FL	2:03:13
Austin Mohr	Marion, IL	2:03:38
Dennis Peabody	Bellevue, WA	2:03:76
Simon Ringsmuth	Lincoln, NE	2:03:76
Jim Hendricks	Mound, MN	2:04:48
Keith Chamberlain	Phoenix, AZ	2:06:71
Matthew Dornbush	Waterford, MI	2:06:75
Jeff Derrenberger	Fishers, IN	2:07:35
Robert Walker	Redlands, CA	2:07:35
Kevin Chamberlain	Phoenix, AZ	2:07:53
Derek Sacolo	Palmdale, CA	2:08:16
Brian Cripps	Tulsa, CA	2:10:56
Ryan Tolley	Rockville, MD	2:11:65
Stephen Murphy	West Roxbury, MA	2:11:98
Israel Knight	Dove Creek, CO	2:13:00
Dwayne Rogers	Barstow, CA	2:13:06
Lee Phillips	Kellier, MN	2:13:63

2 09 52

2 13 60

Canada rocks the Battle Zone this month, dominating the top times for the Moleville Mountain Mine Cart Ride. Mike Brodie and Vincent Chan, the dynamic duo from Ontario, smashed the two minute barrier. Trevor Ma's sizzling time of 1:59:78 was enough to pull the West into second place. Check out the regional averages on the map above and the top twenty finishers on the left.



## KIRBY'S BLOCK BALL

Highest scores for Stage 1 (Volume 85)

Peter Dyrud	Brooklyn Park, MN	184,810
Kevin Charlton	High Ridge, MS	146,300
Zachary Miller	Anchorage, AK	136,330
A. Seaton-Elliott	Hightstown, NJ	132,800
Dennis Frohlich	Devils Lake, ND	128,820

## SUPER MARIO KART

Best Times on Choco Island 2 (Volume 83)

J. Berzychowski	Niagara on the Lake, ON	1:18:36
Geoff Tuttle	Fountain Hills, AZ	1:18:40
Brian Perry	Folsom, CA	1:18:61
Vinson Ridenour	Bellflower, CA	1:18:63
Chris Scott	Hampstead, NC	1:18:63
Michael Roenbach	Santa Rosa, CA	1:18:81
Andrew Everett	Hudson, OH	1:18:89
Donald Horneff	Tuckertown, NJ	1:18:89
Jarrett Wiley	Roland, AR	1:18:93
Brian Rice	Paintsville, KY	1:18:94
Jason Beshere	Kress, TX	1:19:04
Arthur Subrin	Palin Bay, FL	1:19:39
Alan Gostin	Plano, TX	1:19:74
Andrew Beckett	Sheboygan, WI	1:19:79
Justin Seegmiller	Phoenix, AZ	1:19:96
Jason Mundell	Okotoks, AB	1:20:75

## MEGA MAN X3

Completed Rhino Stage first (Volume 84)

Mosafa Altair	Marietta, GA	
Matt Bane	Wheeling, WV	
Drew Bannister	Clarkston, GA	
Giovanni Batz	Los Angeles, CA	
Jose Beltran	Naples, FL	
Lee Berlin	Lexington, KY	
Robert Bommarito	Palin Springs, FL	
Matt Branan	Palin Bay, FL	
Nick Canale	Poughkeepsie, NY	
Bryan Costello	Albuquerque, NM	
Mike Crowe	Albuquerque, NM	
Michael Daley	Albuquerque, NM	
Adam Davis	Albuquerque, NM	
Chandler Downs	Albuquerque, NM	
Joseph Eposito	Albuquerque, NM	
Richard Epanochko	Albuquerque, NM	
David Ferrandino	Albuquerque, NM	
Garret Fird	Albuquerque, NM	
Matt Fontaine	Albuquerque, NM	
Michael Gee	Albuquerque, NM	
Nicholas Lee Gless	Albuquerque, NM	
Ben Green	Albuquerque, NM	
Norman Harris	Albuquerque, NM	
Travis Henry	Albuquerque, NM	
Brandon Hull	Albuquerque, NM	
Nassur Issmail	Albuquerque, NM	
William King	Albuquerque, NM	
Eli Kinney	Albuquerque, NM	
Eric Lavoie	Albuquerque, NM	
Andrew Lee	Albuquerque, NM	
Steven Lee	Albuquerque, NM	
Curtis Lindsey	Albuquerque, NM	
Matthew Malabot	Albuquerque, NM	
Scott McHenry	Albuquerque, NM	
Eddie McTighe	Albuquerque, NM	
Rick Minter	Albuquerque, NM	
Matt Murdoch	Albuquerque, NM	
Chad O'Rourke	Albuquerque, NM	
Patrick Paglen	Albuquerque, NM	
Scott Parker	Albuquerque, NM	
Christopher Patton	Albuquerque, NM	
Beau Pearson	Albuquerque, NM	
Joey Perry	Albuquerque, NM	
Anthony Persaval	Albuquerque, NM	
Kenny Port	Albuquerque, NM	
Neale Reimers	Albuquerque, NM	

Aliquippa, PA	Braintree, MA	Jonnie Renstrom	Upland, CA
Yakima, WA	Crestview, FL	Jacob Riley	Crestview, FL
Crestview, FL	Avon, CT	Matt Rombolo	Horsham, PA
Staten Island, NY	Surrey, BC	Ian & Brian Scanlan	Davie, FL
New Britain, CT	Rochester, MN	Daniel Seda	Brentwood, NY
Swansea, MA	Swansea, MA	George Siu	Los Angeles, CA
Oakland, CA	Oakland, CA	Jason Skorski	Grand Rapids, MI
Rootstown, OH	Hebron, NH	Dean Steward	Atlanta, TX
Edmonds, WA	Edmonds, WA	Eric Swartzwelder	Newark, DE
Gray, TN	Gray, TN	Jennifer Sweet	Rhineland, WI
Oak Park Heights, MN	New Bedford, MA	Eric Thomsen	Post Falls, ID
Millilani, HI	Millilani, HI	Michael Truong	Los Angeles, CA
Eva, AL	Nashua, NH	Zach White	Chattanooga, TN

## THE LEGEND OF ZELDA: A LINK TO THE PAST

Thirteen Hearts to Ganon (Volume 84)

Richard Abel	Peoria, IL
Justin Ardini	Needham, MA
Chris Argento	Bayonne, NJ
Ben Baker	Mt. Home, AR
Patrick Bilgen	Naperville, IL
Jason Daniels	Arlington, TX
Eric Gervais	Longueuil, PQ
Brian Hennessy	Clearwater, KS
James Messina	Marlboro, NJ
Ben Miller	Honor, MI
Kenny Newman	Murrells Inlet, SC
David Olach	West New York, NJ
John Pagac	Kenosha, WI
James Ridener	Hillsdale, IN
Garrett Rodrigue	La Canada, CA
Rio Fiedlas, NY	Fort Erie, ON
Patrick Simonic	South Gate, CA
Michael Terry	Russellville, AR
Chris Turner	

## ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than November 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:  
POWER PLAYERS' ARENA  
P.O. BOX 97033  
REDMOND, WA 98073-9733

# Now OPEN PLAYING

Your Power Guide To The Latest Releases

OCTOBER 1996

## Battlezone/Super Breakout



Company .....Black Pearl  
Release Date .....September 1996  
Memory Size .....2 Megabits

### Two classic arcade games come together on Super Game Boy.

Black Pearl continues the recent run of classic arcade games that are headed for release this fall. This Super Game Boy pak contains Battlezone and Super Breakout, both originally



released by Atari way back in 1979. The green, vector line graphics of Battlezone were considered to be pretty sophisticated in their day as they suggested a 3-D world. The object of the game is simple, though. You target and blow-up enemy tanks,

missiles and planes that are hunting you. Super Breakout has an even more basic premise. You have to hit the bouncing ball against blocks to make the blocks disappear. Of course, that's just for starters. If you want to clean up on either of these classic games, turn to page 90 for this month's Game Boy review.



Two games in one Game Pak. Simple but involving game play.



Confusing selection screen.

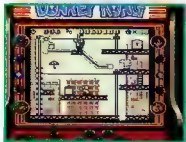
## Donkey Kong '94



Company .....Nintendo  
Release Date .....September 1996  
Memory Size .....4 Megabits

### An arcade classic ape-dated for the '90s.

Before Donkey Kong ever heard of Kremloings, there was a little guy named Mario who made life difficult for the big ape. Years later, the arcade game that made DK and Nintendo famous returned as the first Super Game Boy enhanced title. Now, as one of the Game Boy Player's Choice series games, Donkey Kong '94 returns again. The classic construction-area stages are just the beginning of the fun. Nintendo has packed in dozens of new areas to baffle fans. Along with the greater complexity of the new stages, you'll find greater challenge, too. In all, DK has 100 areas to keep you going ape.



A \$19.99 MSRP is hard to beat. New stages and old.



Arcade style control may seem awkward.

ICON  
KEY



1-PLAYER  
MODE



MULTI-PLAYER  
ALTERNATING



MULTI-PLAYER  
SIMULTANEOUS



PASS-  
WORD



BATTERY-BACKED  
MEMORY



GAME  
LINK



SUPER GAME BOY  
ENHANCED



SUPER  
FX CHIP

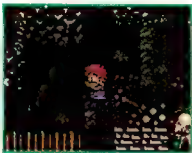
## Lufia II: Rise of the Sinistrals



Company .....Natsume  
Release Date .....August 1996  
Memory Size .....20 Megabits

### Natsume's sprawling adventure finally reaches the stores.

Last May, Nintendo Power first covered *Lufia II: Rise of the Sinistrals*, but Natsume didn't get the game out the door until recently. No epic game fan will want to miss this one, though. The Dual Blade is resonating and the Sinistrals see it as a sign to challenge the leadership of the earth. Your hero, Maxim the monster hunter, sets off on a quest to stop them. He will be joined by a party of characters and beasts, some of them fighters and others magicians. *Lufia II* crosses some of the boundaries between RPGs and adventures by using a number of features that you find in games such as *Legend of Zelda: A Link to the Past*. Maxim can push blocks, shoot arrows, hit switches and use other skills. The magic system varies from most RPGs in that spells can be focused on one enemy or cast on an entire group. In dungeons, the Skills feature lets you deal with foes in real time rather than sending you to a battle screen. Using a ring menu similar to the one used in *Secret of Mana*, you can choose a skill and use it against baddies or use it to solve puzzles.



A sprawling epic with RPG and adventure features. Player friendly. Good graphics. Lots of play value. Four slots of battery-backed-memory.

Play control is a bit quick.

## Mario Paint

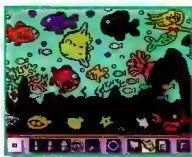


Company .....Nintendo  
Release Date .....October 1996  
Memory Size .....8 Megabits

### Create a masterpiece on your Super NES.

*Mario Paint* gives users the power to create art, animation and music on their television screens. All they need is imagination. The Creativity Pak includes the Mario Paint Pak, a Super NES Mouse and a special mouse pad. Paint tools include various pens, brushes, an airbrush, fills, color palettes and the Stamp tool that lets you copy and paste images endlessly. The animation tools let you move figures along a path and cycle between frames for true, multi-frame animation like you see in cartoons. The music editor includes a variety of sounds that are placed on

the musical staff just like written notes. Every *Mario Paint* feature can be learned quickly, but the results can be startlingly good. In many ways, including user-friendliness, *Mario Paint* is more powerful than many PC paint and animation programs. If you don't have it, you're missing out on a world of possibilities.



Open-ended, creative fun. Easy to learn and use. Powerful graphics effects

Only one picture can be saved at a time.

## Mortal Kombat Trilogy



Company .....Williams Entertainment  
Release Date .....November 1996  
Memory Size .....64 Megabits

### The biggest MK of all time comes to the N64.

Williams Entertainment set out to create the definitive *Mortal Kombat* game for the new Nintendo 64. After all, the most powerful video game system deserves the most powerful MK. And that's exactly what they did. *Mortal Kombat Trilogy* includes more fighters than any other game, including special characters from previous games, including Rain, Smoke and Noob Saibot, all of whom can be accessed right from the start in this new game. The play control and moves remain classically MK in style, featuring dozens of Fatalities, Animalities, Babalities, Friendship moves and Brutalities. You can also score on Aggressor moves and Kombos. Use of the Control Stick or Cross Pad on the Controller is up to the player, along with other setup functions including music channel separation and difficulty levels. In addition to one-player and two-player vs. modes, you can play two character Vs. two characters, three vs. three or an eight player tournament mode. It's big in ever sense of the word. Nintendo Power enters the tournament this month and shows you how to score that flawless victory. At press time we learned that the game will ship in early November.



Tons of Komatants. Excellent options. Good play control and graphics. Komat Codes.

If you're looking for radical differences from previous MK games, you won't find them here.

## Ms. Pac-Man



Company .....Williams Entertainment  
Release Date .....October 1996  
Memory Size .....2 Megabits



### Are you hungry for a classic arcade feast?

This classic arcade game from Williams Entertainment never looked better. Ms. Pac-Man for the Super NES recreates the mazes full of energy pellets and ghosts that once ruled the video arcades. The experience on the Super NES is pretty much the same, but Williams has added a number of options that will keep Ms. Pac-Man entertaining for a long time. In addition to the normal Arcade mode, you'll find Mini Maze mode, Big Maze mode and Strange mode (which mixes the map modes). This month's review reintroduces the amazing Ms. Pac-Man.



Fast, fun and simple.



Play Control is not responsive enough in Booster mode.

## Prince of Persia 2

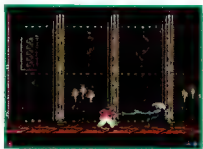


Company .....Titus  
Release Date .....October 1996  
Memory Size .....16 Megabits



### Puzzles, traps, sword fights and the sands of time are running out.

The classic Prince of Persia format is given a new breath of life in this Super NES game from Titus. The idea is simple. You are a young, Arabian adventurer who must sneak through the sultan's trap-strewn palace to rescue a princess. Along the way, you'll battle magicians and swordsmen, solve fiendish puzzles, and probably wind up dangling on a spike about a million times. Prince 2, like the original game, is unforgiving if you make one false step. This month, Power will reveal the path through the peril.



Excellent animation. Variety of puzzles and traps.



Lots of repetitious play. Play control is touchy.

## Street Fighter Alpha 2



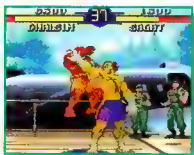
Company .....Nintendo  
Release Date .....October 1996  
Memory Size .....32 Megabits



### The original street fighting series returns for the Super NES.

Capcom's Street Fighter II series started the whole fighting game craze that has led to Mortal Kombat, Killer Instinct and a horde of tournament fighter also-rans. But there's something special about Street Fighter, and Street Fighter Alpha 2, which is being released in North America by Nintendo. It returns to the basic formula that made SF II one of the biggest names in video games. For players familiar with earlier SF II games, Alpha is

faster. It has more new moves, new characters and a distinctive comic book style of graphics that looks great. Nintendo Power started digging into this game as soon as it was completed. Now you can get the first, in-depth look in this month's review.



Fast. Fun. New and familiar characters plus Super moves.



Uneven character balance.

## Super Mario Land



Company .....Nintendo  
Release Date .....October 1996  
Memory Size .....512 Kilobits



### The first Mario game for Game Boy is back in time for the release of Game Boy Pocket.

Super Mario Land for Game Boy appeared with the release of the hand-held system back in 1989. SML is a charge-straight-ahead-and-stomp-the-baddies kind of game, refreshing



1-PLAYER  
MODE



MULTI PLAYER  
ALTERNATING



MULTI-PLAYER  
SIMULTANEOUS



PASS-  
WORD



BATTERY-BACKED  
MEMORY



GAME  
LINK



SUPER GAME BOY  
ENHANCED



SUPER  
FX CHIP

for its simple approach and nice graphics. Sarasaland may look a bit different from the Mushroom Kingdom, but players will have no trouble discovering the Coins, Stars and Superballs. Mario also uses vehicles, flies an airplane and dives underwater in a little sub. This is a great addition to the Game Boy Players' Choice series.



Four worlds and lots of fun. A MSRP of only \$19.99.



Some characters blur on the animation in some parts.



Company.....Nintendo  
Release Date.....October 1996  
Memory Size.....32 Megabits

## Disney's Toy Story returns to the Super NES in 1996.

No, history isn't repeating itself and time hasn't reversed. Toy Story, one of the megahits from last year, will find its way back onto shelves this fall, thanks to Nintendo. Thanks should also

go to Disney Interactive for creating the incredible graphics and varied game play of Toy Story in the first place. In the game, players take on the role of lovable Woody, the Cowboy, and Buzz Lightyear, the brash space ranger, in side-scrolling, racing and first-person stages. Surprisingly, the game contains some fairly challenging levels that will keep expert gamers jumping for joy and leave less-expert gamers



sprawling in the dust. With the introduction of the Toy Story video this holiday season, it's a good bet that demand for the game will increase. If you missed it last year, this year's curtain call may be your last chance.



Beautiful graphics. Variety of game play.



Young Toy Story fans may find some areas frustrating. Play control is awkward at times.

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
BATTLEZONE/SUPER BREAKOUT	2.8	3.3	3.0	3.3		K-A	ARCADE
DONKEY KONG '94	4.5	3.8	4.0	3.9	☆☆	NA	ARCADE
LUFIA II: RISE OF THE SINISTRALS	3.5	3.0	3.7	4.0		K-A	RPG
MARIO PAINT	4.3	3.6	4.1	4.5	☆☆☆	K-A	CREATIVITY
MORTAL KOMBAT TRILOGY	3.5	3.3	3.8	2.8	☆☆	M	FIGHTING
MS. PAC-MAN	2.0	3.3	3.8	3.0	*	K-A	ARCADE
PRINCE OF PERSIA II	3.8	3.3	3.5	3.5		K-A	ACTION
STREET FIGHTER ALPHA 2	3.8	4.1	3.6	3.5	☆☆☆☆	T	FIGHTING
SUPER MARIO LAND	4.2	4.0	4.1	4.1	*	NA	ACTION
TOY STORY	4.1	3.1	3.6	3.5	☆	K-A	ACTION

### POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics &

Sound, P=Play Control, C=Challenge, T=Theme & Fun

### SYSTEM KEY



---N64



---SUPER NES



---GAME BOY

### PRO PLAYERS

If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

#### ★ Scott

Sports, Simulations, Adventures

#### ★ Leslie

RPGs, Puzzles, Adventures

#### ★ Paul

Fighting, Sports, Simulations

#### ★ Henry

Fighting, Action, Sports

#### ★ Dan

Action, Adventures, Puzzles

#### ★ Terry

RPGs, Simulations, Sports

### IDSA Ratings

These Independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

# PAK WATCH

## THE INSIDE SOURCE ON FUTURE GAMES

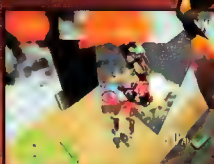
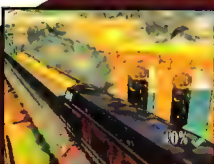
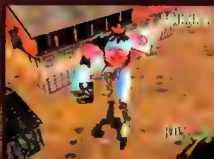
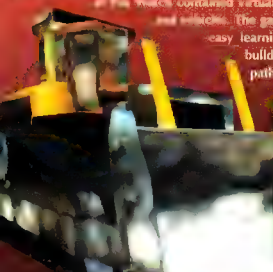
### BLAST CORPS

**S**trap on your hardhat and power up your dozer, because Nintendo's *Blast Corps* for the N64 is virtually ready to knock your door down. The development team at Rare has been making changes, improvements and adding finishing touches to this demolition action-thriller. As you will recall from earlier episodes, the maverick missile carrier is rolling across the planet, leaking radiation and ready to blow it all so much as rats against a lamppost. But not to worry. All you have to do is climb into a special demolition vehicle and smash everything in the path of his mission. The latest version of the game that arrived at Pak Watch contained virtually all of the levels and vehicles. The game begins with an easy learning stage with the bulldozer, then several paths radiate out, giving

ing players a choice of the direction they will take and which vehicle they will use next. Practice stages are included during the game to introduce you to destruction with different vehicles, which include trucks, cars, giant robots and more.

#### INSIDE SOURCE Extra

**PUBLISHER** — Nintendo  
**DEVELOPER** — Rare  
**MEMORY** — 64 Megabits  
**LEVELS** — More than 60  
**VEHICLES** — 12 (possibly 13)



# KILLER INSTINCT GOLD

K

sharper on a television  
tor and the music  
date. Next month, Ki Gold

## WIN

**SOURCE Extra**

**PUBLISHER ~ Nintendo**

**DEVELOPER** — Rare

**MEMORY—**64 Megabits

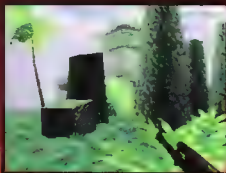
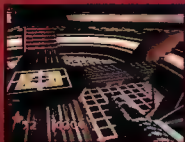
**NEW STUFF – 3-D Arenas and Camera Motions, Practice/Training Modes**

...and Training. Everything  
...graphics effects that look



# MORE TUROK

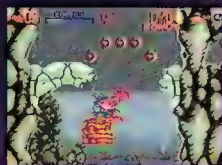
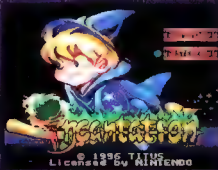
**T**he third *Turok* installment from Acclaim continues to churn out some of the coolest graphics for the N64, but, although the graphics are virtually finished at this time, the word from Acclaim is that it will hold off releasing *Turok* until early in 1997. That news may be disappointing to N64 fans, but the reason is a good one: Acclaim is determined to add as much game play as possible. The idea is to make *Turok* more than a 3-D shooter. Story and puzzle elements should make *Turok* a true adventure. In the meantime, we thought we'd serve up the next course in the feast of graphics. Bon appetite.



# INCANTATION

**T**itl's fifth Super NES title of the fall will be arriving in stores in October. *Incantation* skews younger than most of the European company's titles, both in theme and play challenge. The hero is a young wizard who uses magic in a side-scrolling adventure full of beautifully drawn backgrounds and cartoonish enemies. You'll run across goblins and guardians and a somewhat confusing series of warps. Some of the warps lead to bonus areas while others take you to the next area you need to go. Your main goal in every area is to collect golden arrows.

A villi keeper collects the arrows from you before you can face the guardian of the stage. The play control feels a lot like that of *Prehistorik Man*, but the hit detection is more forgiving. Again, that's good for younger or less experienced players. Another big help comes from the upgradeable wand attack. As you progress and collect Power-Ups, your wand will be able to launch a variety of fire balls and other shots. Although the simple side-scrolling action might seem a throwback to an earlier age of video games, if you're not careful, *Incantation* may cast a spell over you.



# BATTLE ARENA TOSHINDEN

**I**f it's good enough for 32-bit, it's good enough for Game Boy. The popular fighting game will appear for Game Boy this fall, thanks to Takara and Nintendo. Although you won't find 3-D graphics, you will find lots of fighting action in this four-megabit game. The Super Game Boy enhancements add to the look, but Toshinden plays just as well on Game Boy or Game Boy Pocket. Play modes include a one-player tournament and a two-player VS. match. You have eight fighters from which to choose: Duke, Fu, Eiji, Kayin, Sofia, Rungo, Ellis and Mando, and several hidden guardian bosses are waiting in the wings, including Gaia and Uranus. As in the original game, you can fight your opponent to the brink of the ring, then force them into the void for a Ring Out! victory. Toshinden for Game

Boy features fast furious play controls, classic character art, and excellent graphics for the smaller screen.

NEW

## SOURCE Extra

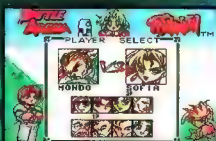
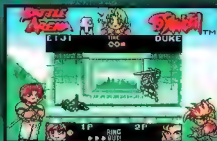
PUBLISHER — Nintendo

DEVELOPER — Laguna Video Games

MEMORY — 4 Megabits

MODES — 1P, 2P VS.

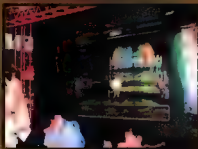
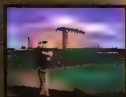
FIGHTERS — 11



# TOKYO GAME SHOW

**L**ast August, gamers in Tokyo had a chance to check out some of the latest games, including some games in development for the Nintendo 64. The biggest surprise was the appearance of several titles from Konami, including a baseball game and an adventure that looked a lot like Legend of the Mystic Ninja for the Super NES, albeit with superior graphics. The crowded show also showcased several projects from Sega and Barco from Kemco, which Pak Watch introduced several months ago. Although there were few surprises at the show, several new publishers announced they were working on N64 titles, including Japan Supply System, which is working on

a game titled L'Espresso Ball. The game is still in early development, but it has some nice ideas. The L'Espresso, for instance, uses his super long and sticky tongue as a club and weapon. The 3-D graphics are not bad, but the money shot is special effects, but it was very early. The show ran through the November.



Black Pearl's connection with EA Sports continues to pay off. This fall, you'll see Super NES versions of College Football USA '97, NHL '97 and the already released PGA European Tour. The news on NHL '97 is that it will include both NHL and NHLA rules, and will feature a new blocking and blocking-out system, just some of the new stats and special moves that include fighting. One new feature that looks promising is the line coaching option. You can give each line a different strategy so that when you switch lines, the new scheme takes effect.



time video game fans, the name *Lode Runner* conjures up a lot of memories. The game features maze-like rooms through which the miner/explorer had to puzzle his way to reach the treasure or Mother Lode. In the N64 version, *Lode Runner* goes 3-D, but not in the way that other titles have added depth. The viewpoint will be controlled by the game itself, with the camera shifting to give players the most dramatic or useful view. As in the original *Lode Runner*, each level will now exist in three-dimensions and be filled with highly detailed items, obstacles and enemies. Recently we saw a quick demo at Big Bang. The game seemed to preserve the feel of the classic *Lode Runner* while bringing the game into the richer environment of the Nintendo 64. Although Big Bang is a relative newcomer to the development scene, the company contains veteran talent from such companies as Bullet-Proof Software and Microsoft.

month's quick-takes on Nintendo 64 development include a couple of notes from Nintendo Company Ltd. in Japan. The company is already in the thick of development. Super Mario Kart R is scheduled to be ready shortly after the end of the year, and will follow Kart by several months.

Wayne Gretzky 3-D Hockey from Williams is scheduled for a November release along with NBA Hang Time, although these dates may shift. Wayne Gretzky is getting some extra development with the addition of the full, simulation mode first mentioned in our Nintendo Power preview. Doom 64 from Williams should be available during the first quarter of 1997. War Gods is scheduled for the same period, as well.

of Soft plans to release the  
boy by the end of the year.  
Racer Included multi-  
ple wild ride  
Game Boy S  
relief in

Vic Tokai is showcasing its early N64 work at the Tokyo show in Tokyo. Alim/Wavefront asked several questions, including: Kronsos, to demonstrate products based on Alim technology. An early look at the game graphics here at Power impressed us all. Kronsos, which has worked with 3-D graphics for television and interactive titles, has produced the use of special effects. Vic Tokai has been looking at some ideas for new November games.

Owners will be able to purchase an RF adapter kit at their Nintendo retailers. If all this seems a bit confusing, it won't be once you've read the N64 manual. Everything you ever wanted to know about Nintendo's new video game system (through your TV or VCR or, if you're really desperate, through your computer) is in there. The manual also includes a detailed, featuring diagrams and hints.

FALL '96  
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FALL '96  
FALL '96

**GRAND PRIZE**

**COLLECT**

**100 GOLD COINS**

**AND WIN**

**YOUR OWN STAR!**

REAL  
GOLD COINS!  
I WONDER HOW  
MANY PIZZAS I  
CAN BUY...

★ WIN REAL GOLD COINS!

★ NAME YOUR OWN STAR!

★ SCORE SUPER MARIO 64  
AND YOUR OWN N64 SYSTEM!

GIVE ME A  
NAME, I'LL  
BE YOURS  
FOREVER!

PLAYERS  
POINT  
TEST



# MARIO PAYLOAD!

## SECOND PRIZE

★ **SUPER MARIO 64 SWEATSHIRTS**  
MARIO OR BOWSER, TAKE YOUR PICK!

★ **SUPER MARIO 64 SOUNDTRACKS**  
CD OR CASSETTE

★ **AND SUPER MARIO 64!**



**5  
WINNERS**



## THIRD PRIZE

★ **NINTENDO POWER  
T-SHIRTS**

THE OFFICIAL  
"T" OF  
TEAM POWER!

**50  
WINNERS**



We will mail the contest rules to you, either fill out the players' information card or send your name, address, telephone number, etc. to the address to the right. We will notify you of the results.

**NINTENDO POWER  
PLAYER'S POLL VOL. 89  
P.O. BOX 97062  
REDMOND, WA 98073-9762**

The contest will be open to all players who have won the poll in the November 1989 issue. The winner will be chosen by a random drawing. On or about November 15, 1990, winners will be randomly drawn from among all eligible entries by opening their prize, winning envelope. The use of their names, pictures, and other likenesses for the purpose of advertisements, promotions or behalf of "Nintendo Power" magazine and Nintendo of America, Inc. (NDA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The prize pool is \$1,000,000. A substitution of prize is permitted. All prizes will be awarded to the first of winners send your name to the address above. (After November 30, 1990.) **GRAND PRIZE:** The Grand Prize Winner will receive \$1,000,000. American Express gift cards, Super Mario 64, and a Nintendo 64. The prize is larger than the actual \$1,000,000. Some restrictions apply. Not available in the U.S. and Canada. Void where prohibited by law. Not open to employees of NDA, its affiliate agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

## DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!

It's a jungle out there and only Nintendo Power has the tips and strategies to get you through! Catch the in-depth, exclusive DKC 3 review in the November issue.

## N64 IN DEPTH:

## KI GOLD



Get the combos, tricks and strategies for Killer Instinct Gold, the most highly anticipated fighting game for the N64.

November's special review has everything you need to humiliate your opponent.



## shadows of the empire continued

Who's behind the plot to assassinate Luke Skywalker? Darth Vader? Jabba the Hutt? Or the mysterious underworld organization known as the Black Sun? Blast into hyperspace with Dash Rendar as he delves deeper into the Shadows of the Empire.

## WAVE RACE 64

It's the wettest, wildest ride on the N64! Bounce across the waves and claim the checkered flag with Nintendo Power's eight-page review of Wave Race 64.



### Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Armada Supremacy
4. AKAHAPPY Road Measures
5. Assassination
6. Arcade's Greatest Hits
7. Andy Lightfoot
8. Bass Masters Classic
9. Bass Masters Classic Pro Edition
10. Bustin' Loose with Hank Parker
11. Boogymon
12. The Boonies
13. Breath of Fire II
14. Brummie's World Tournament of Champions
15. Bust a Move
16. Castlevania Dracula X
17. Chaos Trigger
18. Civilization
19. College Football '97
20. College Slam
21. Confusion Island
22. Demolition Man
23. Demons' Quest
24. Dirt Trax '96
25. Disney's Aladdin
26. Disney's Pinocchio
27. Donkey Kong Country
28. Donkey Kong Country 2
29. Doooms
30. Dragon Year
31. EarthBound
32. Earthworm Jim 2
33. Fantasy Football
34. Fantasy Football '96
35. Final Fantasy III
36. Final Fantasy III
37. Frank Thomas Big Hurt Baseball
38. Frantic Fire

44. Illusion of Gai
45. Insurrection
46. Indiana Jones' Greatest Adventures
47. Judge Dredd
48. Jurassic Park 2
49. Ken Griffey Jr.'s Home Run Derby
50. Ken Griffey Jr.'s Winning Run
51. Killer Instinct
52. King Arthur & the Knights of Justice
53. Kirby's Dream Course
54. Kirby Super Star
55. The Legend of Zelda: A Link to the Past
56. Lemmings 2
57. Lethal Weapon
58. Looney Tunes B-Ball
59. The Lost Vikings II
60. Lufia II
61. Madden NFL '96
62. Madden NFL '97
63. Mario Fists
64. Marvel Super Heroes in War of the Heroes
65. The Mask
66. Mean Machine
67. MechWarrior 3000
68. Mega Man X
69. Mega Man X2
70. Mega Man X3
71. Mega Man X4
72. Mighty & Magic III: Isles of Terra
73. Mighty Morphin Power Rangers: The Movie
74. Mr. Moto & Headphone Jack
75. Mouse Racing
76. Mortal Kombat II
77. Mortal Kombat 3
78. Mr. Dr. Pac-Man
79. Mutt's Chronicle: Doom Troopers
80. NBA Game '96
81. NBA Game '97
82. NBA Jam
83. NBA Jam 2
84. NBA Jam Tournament Edition
85. NBA Live '96

86. NFL Quarterback Club '96
87. NHL '96
88. NHL '97
89. Ninja Gaiden Trilogy
90. Cyber Battle
91. Cyber Hammer
92. Cybernetic Man
93. Doooms
94. P.A. Empress Tour
95. Prince of Persia: The Sands of Time
96. Power Rangers: Zeo Battle Racers
97. Pushover Man
98. Rival Rampage
99. Prince of Persia 2
100. R.T.C. II
101. Road Rash
102. Revolution X
103. Road Rash
104. Rebel Defeat
105. Samurai Shodown
106. Scooby Doo Mystery
107. Secret of Evermore
108. Secret of Mists
109. Secret of the Sages
110. Spasms
111. Star Trek: Deep Space Nine
112. Star Trek: Star Fleet Academy
113. Star Wars
114. Street Fighter Alpha 2
115. Street Fighter II Turbo
116. Street Racer FX
117. Super Bomberman 2
118. Super Mario All-Stars
119. Super Mario Kart
120. Super Mario RPG
121. Super Mario World 2: Yoshi's Island
122. Super Metroid
123. Super Punch-Out!!
124. Super Street Fighter II
125. Sweet Cars
126. Tense Secret of the Stars
127. Tense Super Bowl III: Final Edition
128. Tetris & Dr. Mario
129. Tetris Attack
130. Top Gear '900
131. Toy Story
132. True Love

133. Ultimate Mortal Kombat 3
134. Uncharted Waters New Horizons
135. Unleashed
136. Urban Strike
137. Wizard's Woods
138. Wizardry
139. Wizardry
140. Winter Gold
141. WWF Raw
142. WWF WrestleMania: The Arcade Game
143. X-Men: Mutant Apocalypse
144. Year 2000: The Revolution
145. Zzap

### Game Boy

146. Aladdin
147. Alien Gators
148. Animaniacs
149. Asteroids/Missile Command
150. Battle Zone/Super Battle Zone
151. Blast Into Jukebox
152. Castles of Mystery
153. Castles of Mystery
154. Castle of Illusion
155. Castle of Illusion
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### Other Picks

250. Game Boy Pocket
251. Nintendo 64
252. Nintendo 64
253. Virtual Boy
254. X-Band Modem

# 64 Reasons To Play The

55. There's no height requirement!  
56. Like you have anything better to do!

57. 58. 59. Eat cereal. Play game. Nuff said.

60. 61. No nasty cough syrup or painful shots needed!  
62. It's the most fun you can have with a cardboard box!

63. To play or not to play? This's a stupid question!

64. You can't win if you don't play!

## 1. One m64 Wins!

## Kellogg's

NINTENDO 64



MORE THAN A MILLION TOTAL PRIZES!

## INSTANT WIN GAME



YOU COULD WIN A NINTENDO 64 SYSTEM AND SUPER MARIO GAME PAK!

## 3. you could win a NINTENDO 64 block party!

4. As part of the block party, a Nintendo trailer with multiple play stations will come to your house!

5. It also includes a Nintendo 64 System and Super Mario 64™ Game Pak.



YOU COULD WIN A NINTENDO POWER™ SUPER POWER CLUB MEMBERSHIP!

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Membership includes 12 free issues of Nintendo Power magazine, the Super Power Club catalog and Power Stamps you can use to buy exclusive Nintendo merchandise!

YOU COULD WIN A NINTENDO 64 HOLOGRAM WATCH!



18-19-20 Watch features a dual image hologram, a leather band and an embossed Nintendo 64 logo.

7. Game cartridges feature real time, 3-D graphics! 8. It's the world's first 64-bit video game system. 9. New "C buttons" change a player's perspective. 10. Controller has a memory pack accessory. 11. In this 3-D environment, characters can go wherever you want them to. 12. 3-D stick allows revolutionary 360-degree movement.

## YOU COULD WIN A Kellogg's/NINTENDO 64 PHONE CARD!

22 Phone card has six minutes and forty seconds of free phone time and can be used to call the Nintendo Power Line to get the complete scoop on Nintendo 64 and inside tips on your favorite games!



SEE THESE SPECIALLY MARKED Kellogg's® PACKAGES FOR YOUR CHANCE TO WIN!



Three out of five dentists surveyed recommended it. 40. 41. Love and happiness. 42. It's like recess for you and your friend! 43. Pumber 44. 45. 46. Three words: Winning is Good! 47. A block party sounds more fun than a Democratic or Republican Party. 48. on a package of friends support. 49. If you can't find them look at them. 50. 51. More Power! 52. It's more fun than taking off a bandage. 53. You need a reason to play a GAME? 54. Some answers get to the heart of a really cool friend! 55. Because Kellogg and Nintendo sound really cool in pig latin. (Elgg Kyngendo Npp) 56. It's better than playing. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. Something deep down in your gut says this is your lucky day! 30. INSTANT GRATIFICATION! 31. Care you do! 32. You're double! 33. 34. 35. Fame, fortune and power! 36. 37. Because Kellogg and Nintendo sound really cool in pig latin. (Elgg Kyngendo Npp) 38. It's better than playing. 39. An instant best game!

# FUN

Super Mario 64. Game playing Nirvana. The gold standard in 3-D entertainment. The ultimate.

# FUN

N64. The fun machine. It will take you beyond belief. Inside the games. They'll blow you away.

# FUN

Get focused on fun. Be one of the first to get your hands on the Nintendo 64®. Here Now.

NINTENDO<sup>64</sup>



